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PSM2

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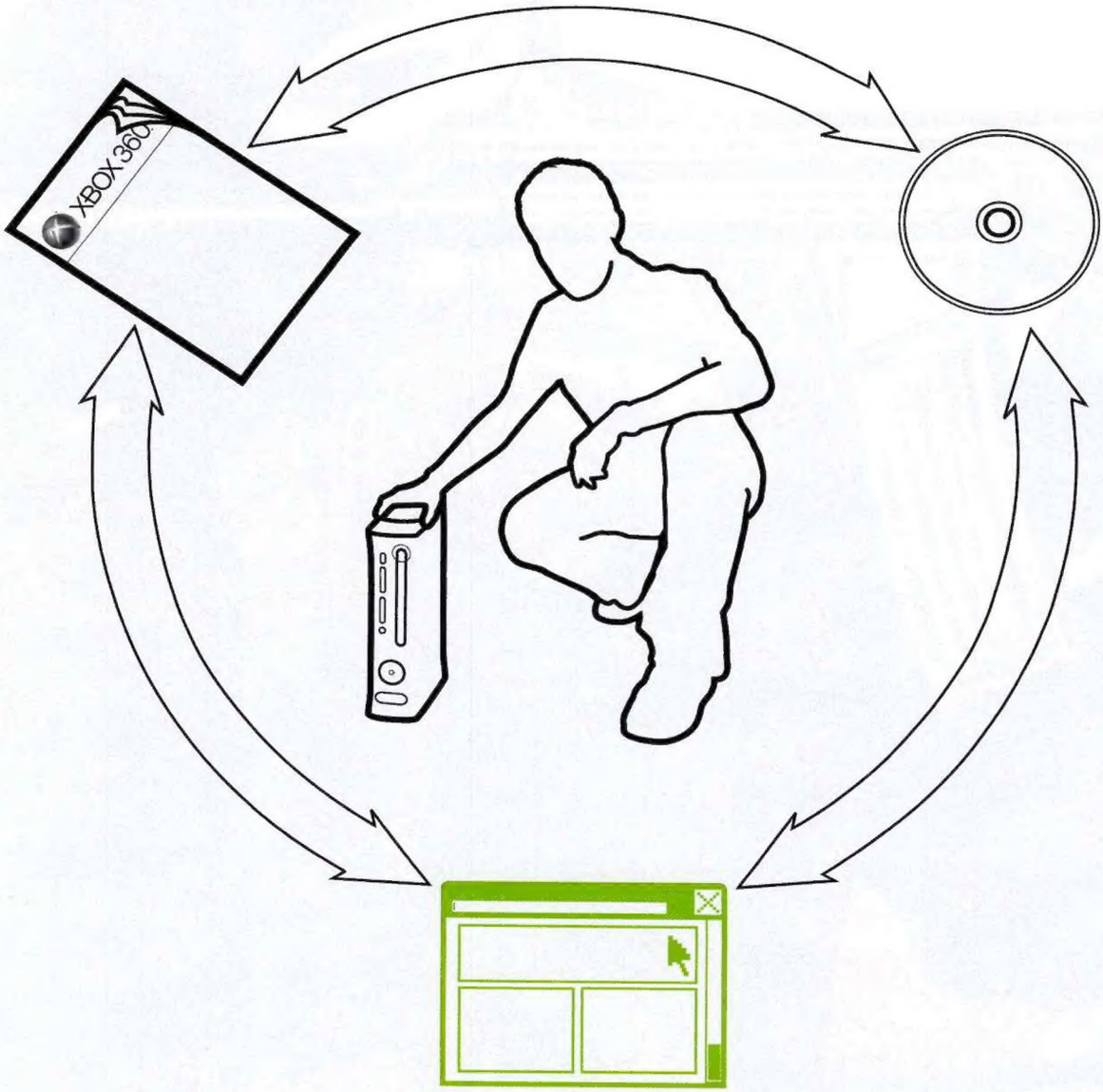

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Issue 1 goes on sale Thursday 15 September and will be available in all good newsagents.

PSP IS HERE!

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Every launch game reviewed! Every movie checked out! Everything you need to know smashed apart. Dive right in and feast upon our PSP banquet.

THIS MONTH YOU NEED TO READ...

HIGH CALIBUR

SOUL CALIBUR 3

PS2's best beat-'em-up gets even, er, besterer. New characters, new moves, new everything. We get the first play.

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FEAR IN RESIDENCE

RESIDENT EVIL 4

It's so close now we can practically smell the fear. We've gone hands-on and tasted the horror. And we love it!

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NEED FOR SPEED: MOST WANTED

A massive hands-on with EA's latest street racer on both PS2 and PS3. Jesus!

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ISSUE 66'S FREE DVD

SEE FIFA 2006 AIM FOR THE TITLE AND BE STUNNED BY GUN

And not only that, but see The Godfather, Resi 4 and Ultimate Spider-Man in motion. Let the digital joy massage your eyes!

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"THE NEW GOD OF PS2 ACTION GAMES."
92% PSM 2
"ONE OF THE BEST GAMES YOU'LL SEE THIS YEAR."
9/10 OFFICIAL PlayStation®2 MAGAZINE
"THE CARNAGE, FUN AND MAYHEM SIMPLY NEVER STOPS."
90% PLAY
"BOLD AND EPIC. AS GOOD AS IT GETS ON PS2."
9/10 PSW
"A WORK OF MODERN ART MAKING IT WORTHY OF A PLACE IN HISTORY."
9/10 P2
"GOD OF WAR IS MADE FROM THE STUFF OF LEGEND, TO BECOME THE STUFF OF LEGEND."
EDGE
"A SPRAWLING ADVENTURE WITH ALL THE PRODUCTION VALUES OF A HOLLYWOOD BLOCKBUSTER."
★★★★★ EMPIRE
"UBER-VIOLENT MYTHICAL HACK-FEST."
LOADED

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NECRO CHIC

BY CAPCOM

A beautiful way to become infected, alone or with others

RESIDENT EVIL
OUTBREAK
FILE #2

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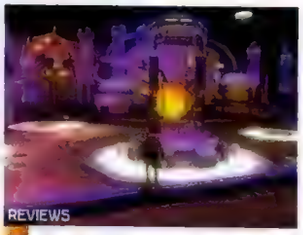

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nts

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VIRTUA TENNIS

Everything you need to know about PSP. 25 pages of fact start here.

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RIDGE RACER

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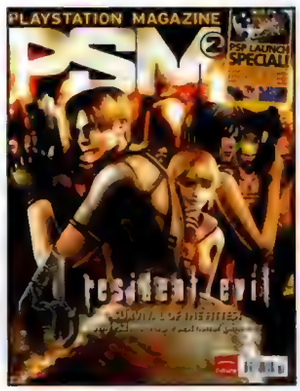

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PSM2

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BAD NEWS: YOU'RE NOT THE CENTRE OF THE PLAYSTATION WORLD. THANK GOODNESS.

Have you tried Podcasting? No, not the actual 'making a Podcast and posting it' stuff. No, we mean the easy bit. The 'listening to' bit – make a selection from the hundreds of Podcasts kindly produced by thousands of Podcasters worldwide and listening to their work at a time that's convenient to yourself. It's the future of entertainment. Shame that 99% of Podcasts are utter crap then isn't it?

Don't know what we're talking about? Go to www.apple.com and download iTunes. Basically anyone can make a 'radio show' (for want of a better word) and post it there for download. Each time there's a new 'episode', iTunes will download it. When – and if you ever – listen to it is entirely up to you. Let's just say that most of the contributions are rather 'amateur'. However, after downloading and openly mocking geeks in basements doing their own 'up-to-the-minute showbiz newsfeeds' it set us thinking – being able to choose what you want to watch or play, when you want to play it really is the future. Imagine this – no more telly. You'll just choose what you want to watch from a endless list of downloadable new shows and classics. And the same works for videogames. The best feature of Nintendo's upcoming Revolution console will be its ability to download all their good old stuff. Sounds great. The bad news? Right now they, and Microsoft, are ahead of the game...

Microsoft's 360 (let's not pretend it doesn't exist) is built around its ability to download and play content created by its users. It's an amazing idea – YOU are centre of the gaming world – but ask yourself a question. Do you want to play a level created by MadSpliff67 while wearing a shirt designed by BongFiend99? The next level of co-operative, homegrown gaming will be just like the first level of bedroom-produced broadcasting – complete crap.

Now imagine the job being done properly. Imagine PS3 being able to download and play any TV show ever, any (PlayStation) game ever and for you to be able to play them whenever and wherever you want via PSP. The first step in this mad vision is already in place. Check page 64 for the start of our exhaustive PSP launch coverage. As for where the future will lead, let's leave it to the professionals, eh? **The PSM2 Team**

PSM2 MAGAZINE PROMISE...

- Here at PSM2 we play every game we preview – that means genuine hands-on opinion, not what we've read about on the net.
- We're gamers just like you – and that's means we go into the kind of detail you demand. Check our sidebars for the latest facts and stats or screenshots that show off all the newest features.
- PSM2 is 100% editorially independent! You won't read the same quality of hard-hitting, informed, accurate – and, crucially, passionate – reviews anywhere else. And we can review games and reveal hardware other mags have to keep secret.
- We feature more screenshots than any other magazine

ON THE DVD

THE BEST GAMES ■ THE BIGGEST DISC

IT'S ON THE DISC
If you see this logo stamped on a game it means that there's footage of it to watch on the DVD. Check the list over there to the right for each section's contents or just dive in and cruise, dude.

ON THIS MONTH'S PSM2 DVD...

RESIDENT EVIL 4
The apex of survival horror looks even more, erm, apex-y on PS2.

NFS: MOST WANTED
Movie-style cop-chases screech their way to PS2 at last.

LATEST

Just in! The very latest of gaming vids...

NEED FOR SPEED: MOST WANTED
- THE GODFATHER
- GUN
- FIFA 2006
- CALL OF DUTY 2: BIG RED ONE
- MADDEN 2006
- FIGHT NIGHT ROUND 3
- BATTLEFIELD 2: MODERN COMBAT
- THE SIMS 2

HANDS ON

See the best upcoming games in action...

RESIDENT EVIL 4
- ULTIMATE SPIDER-MAN
- MARVEL NEMESIS: RISE OF THE IMPERFECTS
- THE INCREDIBLE HULK: ULTIMATE DESTRUCTION
- TONY HAWK'S AMERICAN WASTELAND
- BEAT DOWN: FISTS OF VENGEANCE
- BATTLESTATIONS: MIDWAY
- FINAL FIGHT: STREETWISE
- STARGATE SG-1
- X-MEN LEGENDS 2
- CHRONICLES OF NARNIA
- BLITZ: THE LEAGUE
- NBA 2K6
- NHL 2K6
- TOP SPIN
- SHREK SUPERSLAM
- SAMURAI LEGEND MUSHASHI
- THE MOVIES

REVIEWS

Reviews for new PS2 games with commentary

PSYCHONAUTS
- FANTASTIC 4
- BATMAN BEGINS
- SAMURAI WESTERN
- MADAGASCAR
- CONSPIRACY: WEAPONS OF MASS DESTRUCTION
- DEAD TO RIGHTS 2
- BOMBERMAN HARDBALL
- RAPALA PRO FISHING

PSP

Pocket-sized genius on your TV.
- BURNOUT LEGENDS
- PURSUIT FORCE
- WIPEOUT PURE
- VIEWTIFUL JOE: VFX BATTLE
- WORLD RALLY CHAMPIONSHIP
- RIDGE RACER
- FIRED UP

EXTRAS

- BATMAN BEGINS INTERVIEWS
- EA SPORTS SHOWREEL
- EA GAMES SHOWREEL

PLUS!

SHOWREEL: Select this to play all the video back to back with a single button-press. Now that's just plain lazy.
RANDOM FACTOR: Surprise yourself by activating this function and taking a mystery tour of disc highlights.
CREDITS: Find out who does what. And give them credit for it.

HOW IT WORKS

■ Latest: Not a sub-menu, but a movie in its own right. This is the very latest vids, squeezed in at the last minute. And now you can skip forwards and back!
■ Hands-on: So big it comes in two parts. Select your part then click on the video you like the look of from the preview icons.
■ Reviews: All the latest games reviewed – complete with the famous PSM2 team commentary. Sick of hearing Andy wibbling on in Scottish? Click down ⊟ to switch to the game soundtrack.
■ Recommended: Quick links to our personal favourite bits.
■ Extras: Quirky clips and... well... extra stuff and credits to enjoy.
■ Dojo: Your winning runs on your favourite games. Check page 106 for details.

PSP ON DVD

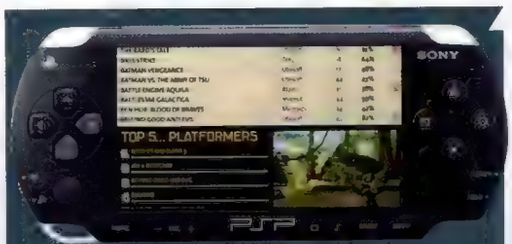
It's here! PSP finally arrives in the UK and in order to get you up and running with movies on Memory Stick as fast as possible we've included a batch of movies in a special folder on your DVD.

Simply insert the disc into your computer (you do have a DVD-ROM drive on your computer don't you?) and 'Open' the disc. You should see a folder on there called 'PSM2 PSP STUFF'. We recommend that you drag this folder to your desktop, thus copying it there.

Open this foler and you'll find a folder called 'Movie Files' (and one called 'PSM2 Reviews To Go' – more on that below). Open this folder and you'll find folders for loads of PSP games. Inside each of these is a PSP movie ready to be played on PSP.

Connect up your PSP to your computer and copy these movie files (all called M4V...etc...) to your PSP. (See our MASSIVE feature starting on page 64 to find out how to do this.)

Now just eject, disconnect then click and play from your PSP's Video menu to enjoy them!



PSM2 REVIEWS TO GO

■ Want the ultimate source of all PS2 knowledge in your pocket? Then load up your PSP with Reviews To Go!

Simply insert your DVD into your computer (as described above) and open the 'PSM2 Reviews To Go' folder. Then do as it says – copy the file inside the next folder into you PSP's Photo folder – you'll need 4.6Mb free. Be sure to 'Eject' your PSP from your computer then select it's Photo menu. You should see PSM2 Reviews To Go ready for selection. Choose it with ⊗ and you're away!

Got a long thin strip on your screen rather than a massive all-conquering database of every PS2 game ever reviewed? Then press q to bring up the options. Choose 'View' and click it to switch to widescreen. The full Reviews To Go will then appear. Simply use the stick (and handy guide bar) to scroll up and down to get to the bit you want. Simple! We'll be updating it every month from now on.

QUOTE OF THE MONTH:
"FLOURESCENT VOMIT ON A DISC"

Letters

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THE LOUDEST VOICES IN THE PS2 UNIVERSE

► EMAIL: psm2@futurenet.co.uk – subject line 'Letters'

► WRITE TO: Letters, PSM2, Future Publishing, 30 Monmouth St, Bath, BA1 2BW

PSM2 WINNER!

Every issue, the writer of the Star Letter gets our eternal thanks... Oh, PLUS a red hot package of PS2 goodies fresh from the PSM2 booty chest. So entertain us and your fellow readers. Let the prattle commence!

SENSIBLE LETTER SHOCKER!

"A MURDER MYSTERY WITH BATMAN"

► **Dear PSM2,**

I think I've spotted an important game type missing from the world of PS2 – a proper comics-based detective game. Comic games are becoming more and more popular but they all seem to go down the same road – hit everything until it's dead. Not that I'm complaining – *Spider-Man 2* was one of my favourite games of recent times. But it just seems that game makers are ignoring how much detective work goes on in comic storylines. What I'm thinking of is a modern update of the old point-and-click genre. Imagine having a game which features the combat of a superhero game but also the depth for the player to interrogate characters, find clues at crime scenes, examine photos and put together the pieces themselves. There'd be multiple paths, character encounters and endings to the game based on how good a detective you are, rather than just one path through the game as is the norm these days. Looking at the fact that *Ultimate Spider-Man* has got the actual comic writers on board, surely all it would take is the right combination of developers and writers – the best example I can think of would be the writers of the recent Identity Crisis and OMAC Project arcs for DC Comics. A murder mystery with Batman would be the obvious choice as well, seeing as he's the 'World's Greatest Detective'. If you build it, they will play.

Adam Green, via e-mail

Nice one. A sensible letter. One about games, not about sticking needles in your eyes or what Dante would look like in hotpants. We think you've got some good ideas, Adam, although the relative commercial failure of the last point-and-click on PS2 – *Broken Sword III* – means the vaguely similar *Fahrenheit* needs to do well for there to be another. But a Batman-style detective game would be cool indeed. Incidentally, Dave would like to know if you're the same Adam Green that once sang in comedy American indie-rock group, The Moldy Peaches. No? Shame.

KILLER 7

► **Dear PSM2,**

Killer7 has to be the worst and most unpleasant game I've played. Some games polarise opinion, problem is *Killer7* isn't a game, it's fluorescent vomit coded onto a disk. Playing this game is like being forced to drink a bottle of vodka, then losing control of your hands whilst someone spins you around a hundred times and strangles a cat next to your ear. When everyone else returns this piece of shit and it starts to poison the earth as landfill I could open my mind, pick it back up and try the game again. But I'd rather stick pins in my bollocks.

Michael Veal, Essex

PSM2's resident psycho strikes again. Although *Killer7* may not be everyone's cup of Earl Grey, you've got to admire it for doing something different. Don't you, Micky? Anyway, look at it this way – if Capcom didn't release mentalfests such as *Killer7*, they wouldn't have the money for the likes of *Resi 4*. And none of us would want that. Go and buy another copy, just to ensure the safe passage of *Resi 5*, eh? Good man.

THE SEX FACTOR

► **Dear PSM2,**

You edited my last letter to make me sound like a pervert! I have a mind to sue your sorry arses... OK, I won't. But don't make me sound like a perv again. Now, onto business...

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GOIN' POSTAL

FEELING KILL: *Killzone* – artistic genius or a load of pretentious crap? What do you think?

SPEAK TO THE TEAM SEPTEMBER 9TH

CALL THE PSM2 HOTLINE!

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YES, now YOU can SPEAK to PSM2! Call the Hotline and leave us a message at any time, day or night! Alternatively, call us LIVE between 2pm and 5pm on Friday September 9th, when we'll be answering the phone in person! And it ain't no '60p per second' porno line either! Bargain!

"MY GRAN PREFERS SINATRA. UNGRATEFUL BITCH"

My sexiest game character thing! I've decided to help you do the feature. It took me ages! I found 50 males and 50 females. Here's the list. And no, I don't fancy all the men. Most were mentioned in forums, webchats and other sources of sexy character information.

Please do the feature! I'll even stop going on about Dante's arse! And I'll draw that PSM2 crew picture I promised. Pretty-please with Dante's cherry-shaped arse cheeks on top?!

Laura DM, Liverpool

Raiden? Cripes. Samus from *Metroid* on GameCube? She wears a giant metal suit! *Space Channel 5*'s Ulala? Now you're talking. We'll be honest, Laura, we're probably not going to do the feature, but we like your efforts. And we'd really love a picture of us. If you draw it, we'll print it *and* give you Andy's contact details, and he'll dress up as Dante and go on a date with you. He doesn't know it yet, but he will...

GOD OF PHWOAR

►**Dear PSM2,**

Oh, my bleeding life! How unbelievably splendiferous is *God Of War*! I am willing to state that this is the greatest game on the face of this Earth. Everybody – buy the game now! Just do it!

Sam Hughes, Chichester

We concur. Go! Now!

REVENGE OF THE SICK

►**Dear PSM2,**

Having been upgraded to Upper Class on a recent Virgin flight to America – it's a tough life – I was surprised to find, tucked behind my flight safety card, this 'exclusive' *Revenge Of The Sith – The Game* air sickness bag. I thought you might like it.

Tom Hemmel, Stockport

Erm, gosh. We'd like to have been in the marketing meeting when they came up with this idea. It's even got a diagram of what a lightsabre is on the back. Still, *Revenge Of The Sith* plus vomit – you couldn't make it up.

SING THE BLUES

►**Dear PSM2**

Love the mag. I buy every issue, except issue 62, because I spent all my pocket money on my gran's birthday present. Double disc of Nat King Cole. Turns out she prefers Sinatra. Ungrateful bitch. Anyway, I'm excited about PS3, but I hope publishers aren't going to abandon PS2, as I can't afford a new machine. By the way, what's your favourite word? Mine's 'cocoa'.

Michael Dallenger, Bournemouth

Talk about random. Perhaps you can buy a PS3 for your gran's next b-day and then keep it for yourself. And no, publishers won't abandon PS2 entirely if they can still make cash out of it. And our favourite word is 'shit', but you probably guessed that

NO-FRILLS ZONE?

►**Dear PSM2**

I marvelled over the *Killzone* demo on PS3. I swept my jaw off the floor. Then I read it was more than likely the product of a movie studio. An FMV? I'd expect PS3 to produce in-game footage to this standard. Am I expecting too much?

Mikami-san fan, Peterborough

Nope. Very probably, PS3 *will* be able to produce that sort of spectacle in-game. We can't imagine Sony would produce demos like that for games that are going to look worse. We don't think you'll be let down.

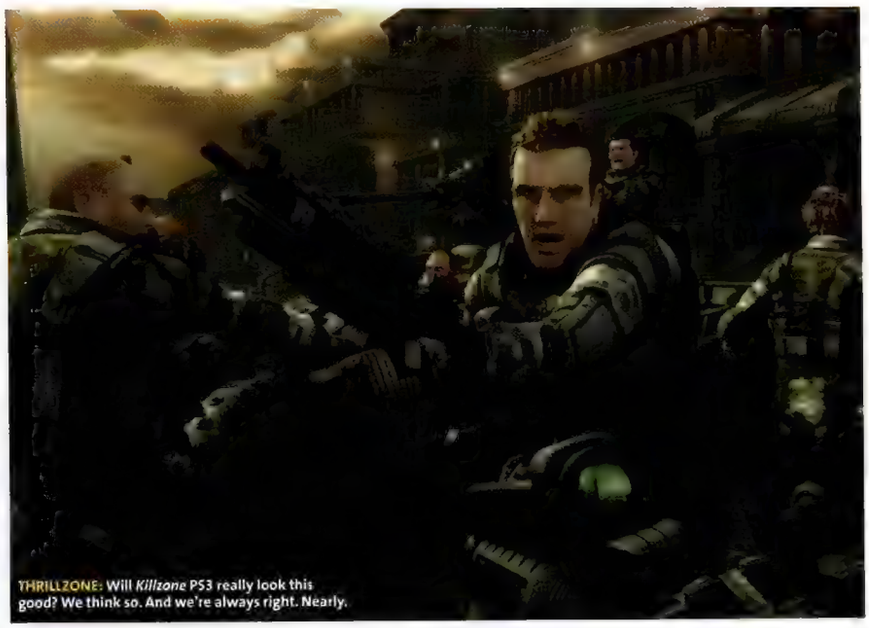
GOD OF FOOTBALL

►**Dear PSM2**

God Of War is a metaphor for football and Kratos has to kill Malcolm Glazer.

Patrick Cassidy, Drumchapel, Scotland

That's not actually true, is it?



THRILLZONE: Will *Killzone* PS3 really look this good? We think so. And we're always right. Nearly.

FIVE STAR
Buy yourselves something nice.
Sir Dave, Doddington
Dave actually sent us a fiver. A real one. Can more of you do this, please? Cheers, Dave.

SPUD-U-SPIKE
Impaling his enemy with a spike that rises from the Earth's core.
Jamie Freel, Motherwell
That's the way we want to go.

THE NAME GAME
It's taken me a lot of courage to defy my friends and write this.
King of Leprechauns
And you still hid behind a pseudonym.

SPAN-TASTIC
F**k PS3 in the eye with a spanner!
Ian Parrett, Hants
PS3 doesn't have eyes. Thank God...

TREE AND EASY
The amount of times I have crashed into an invisible tree.
Rachel Liddiard, email
Yes.

CAN YOU STICK IT?
My gran wil beat you all with sticks.
Robert Evans, Merseyside
Well, we could probably do with it.

DESTROY ALL NON-HUMANS
Milf has always looked shifty. Maybe he isn't really human?
Nathan, Wales

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

BULLY BEEF: So, will *Bully* make kids beat up other kids at school? We doubt it.

YOU CAN'T BEAT A BIT OF BULLY

►Dear PSM2

Bully. I hate the idea of this game. You walk around beating up little kids. That doesn't sound any fun. It won't help the 'Anti-Bullying' campaign. It'll just give kids ideas. Why play a game where you beat up children?

Paul Ransom, Hook, Hants

Because beating up kids is fun! No, wait, that's not the reason. Because *Bully* is one of the freshest, most imaginative-sounding titles we've seen in ages and looks like it'll be ace. That's the reason. Phew.

MALE BONDING

►Dear PSM2

Mitsurugi struggles to his feet. The net caught him by surprise. Behind him, Maximo pops out, twirling in his masculine heart boxers, accompanied by the stylish Dante. Tidus argues with Kratos over whether his barbaric face-paint matches his shoes. Hitman strangles Max Payne to death. Amid the confusion, Snake flirts some more with the save-game chick.

Nick P, via email

Is this meant to be some sort of art-house movie premise? Or just a particularly weird fantasy? Incidentally, the only shoes to wear with face-paint this season are Patrick Coxes, darling. Hang on, we seem to have turned into Gay Man's Quarterly all of a sudden.

ROLE-PLAYING MAIM

►Dear PSM2

An old man and two kids (aged 10) are walking home through a forest when a monster attacks them. The old man pulls out a sword that only he knows how to use and kills the monster with one swipe...

Matthew Dennis, Manchester

This is the start of Matthew's plot for a new RPG. It's actually quite good and involves werewolves, but he's also got a character described as "a comedic/serious mage". Call us mad, but we don't dig comedy mages...

© Koba

►ASK THE PSM2 ROBO-MIND

Technical question? THE ROBO-MIND LOATHES YOUR EVERY PORE!

IMPORT AND STILTON

►Dear Robo-Mind,

I was wondering if you knew of anywhere or anyone who can chip the PS2 so it can play both NTSC and PAL games? Also, do you know any good game importers?

Richard, via email

petals! I'm Robo-Mind's automatic

ON AND ON AND ONLINE

►Dear Robo-Mind,

OK, I've read every single article about PS3, but I still don't know whether you have to buy any network adaptors or accessories to play online. If you can answer, you'd take a lot of stress off my chest.

Elizabeth Hilton, via email

that dress, it's *divine*?! How would you like to

PLANE SAILING

►Dear Robo-Mind,

Is it safe to take PSP on a plane? I don't want to f**k up the plane's systems!

Aaron Burnett, Taunton

KEEP OFF THE CRASS

►Dear Robo-Mind,

I've got a simple question, so I dont want any nonsense about filthy stupid humans and fleshy carbon based hands, or I'll rip out your starboard motor shove it up your steel ass.

Conor Maguire, Luton

grand theft auto San Andreas

RANTBAG

Your letters about the best game in the world. And its competitors...

Drug Problem

►Dear PSM2,

What could be wrong with the best game ever on PS2? Well, you know the dealers in Los Santos? I can't buy drugs off them. You push the button when the message pops up and CJ says something like, "Get outta here, playboy!" Why's this? You can beat up defenceless grannies but you can't buy any dope! It doesn't make sense that you can't smoke, drink or have sex.

William Gallagher, Muff, Ireland

PS – Yes, it's really called Muff.

Unfortunately, it appears that, although games can happily depict, say, a man with a sack on his head decapitating a man with a chainsaw or, indeed, beating up defenceless grannies, if one dares to show drugs or drink, it'll be off the shelves so fast it'll make your head spin. Censorship, eh? And well done for coming from Muff. We love it up there.

Two Much

Dear PSM2,

You know what I'd like to see? A sequel to one of the *GTA* games. No, not a new *GTA*, but a sequel. Say *San Andreas 2*, set in the present day. CJ could be headed for disaster after falling out with Woozie, or maybe the Mafia come calling looking for the money you stole. Or you could be a minor player who wants to prove himself in 'Dreas.

Liam O'Reilly, via email

It certainly sounds appealing, though one thing we'd say is that half the fun of GTA is exploring a new city. Still, if it's set at a sufficient distance in the future for 'Dreas to have changed dramatically, then we'd definitely be interested...

Next-Generation Game

Dear PSM2,

This is what the next-gen *Grand Theft Auto* shoud have:

1) Bigger state – Bigger than San Andreas. More to explore.

2) Theatre mode – All the cut-scenes viewable from the main menu.

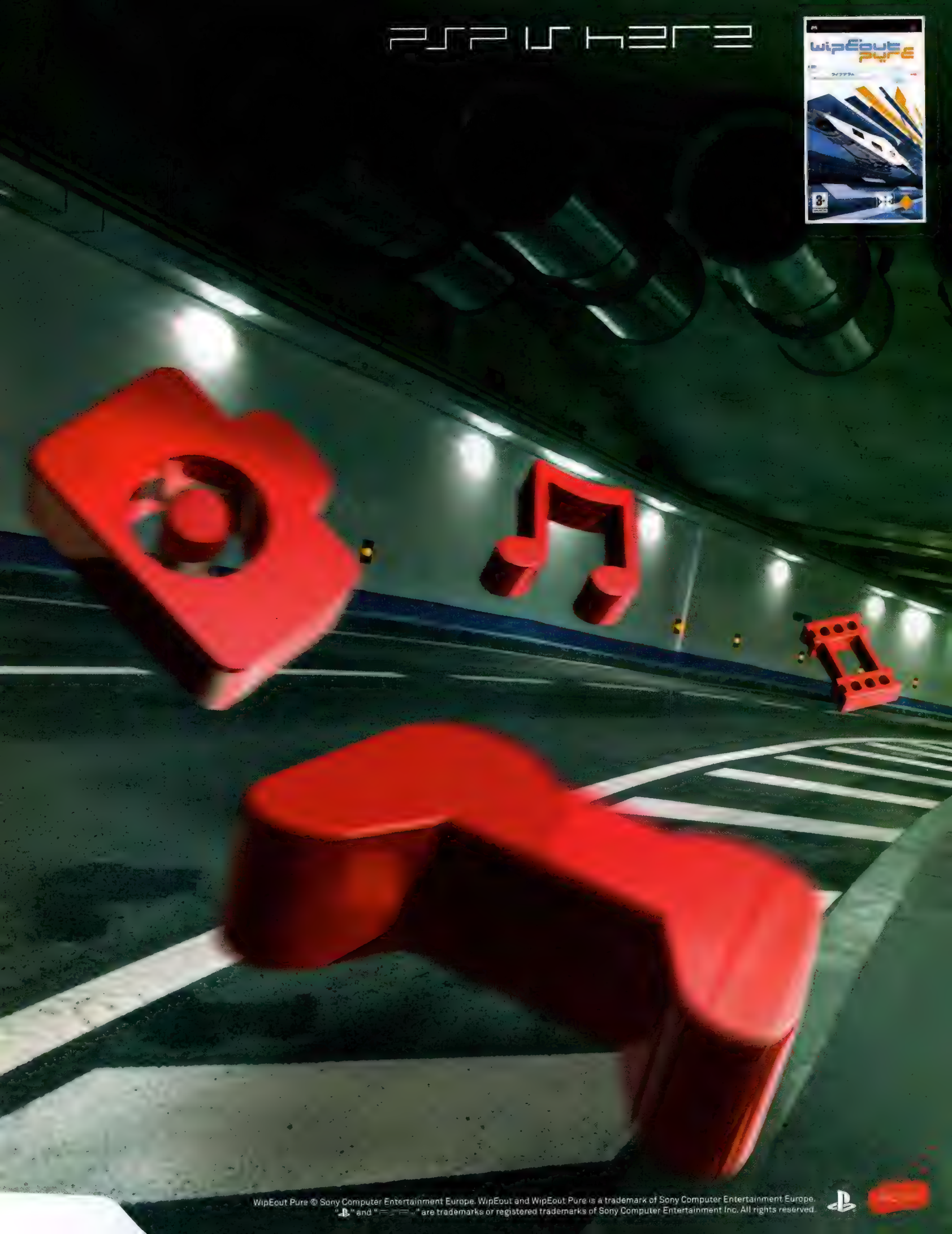
3) Replay mode – Allow gamers to view or save their favourite insane jumps or shootouts. like *Driv3r* only better.

4) Online mode – Players will be able to take parts in street-races, bank jobs, gang wars and so on.

5) Branching storyline – Although *GTA* is a free-roaming action title, its storyline was scripted. A branching storyline will boost up the playability of the game.

6) Detailed property assets – Assets in *GTA* are all about making money. But the next instalment should feature some management skills as well like hiring new staff, paying out staff, employing a new secretary and so on.

Sunel Barkat, via email



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Accelerator

SCANDALOUS GOSSIP, INSIDER DIRT, ZERO BULLSHIT

RESIDENT EVIL ON PS3!

Resi 4 isn't here yet – but we've already seen *Resi 5*'s *sprinting zombies...*

In *Resident Evil*, they lurched. In *Resident Evil 4*, they jogged and dodged your attacks. But in *Resident Evil 5*, the 'zombies' – or whatever they are – *sprint* like rabid dogs. It's a terrifying prospect as Capcom's recently released teaser trailer for *Resi 5* proves, with the enemy charging around bends like a pack of hungry wolves as our 'mysterious' hero lays in wait.

Capcom won't confirm it, but original *Resi* (and *Resi 3* and *Code: Veronica*) star, and S.T.A.R.S. legend, Chris Redfield, will be the star of *Resi 5* (See 'It's Chris: Proof!'). The game's set in an isolated town, though the scenery's far more urban than the pokey villages of *Resident Evil 4*. In fact, veteran *Resi* Producer Jun Takeuchi – of *Onimusha* and *Street Fighter 2* fame – claims that the game's been inspired by the movie Black Hawk Down, where a US chopper crashes in a Somalian village and the survivors are swarmed by locals. Sounds interesting...

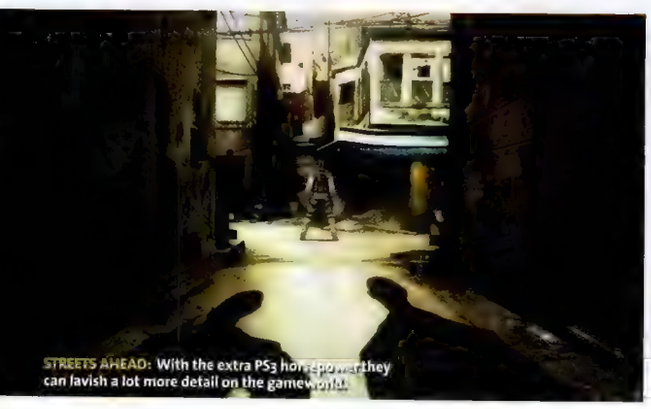
Capcom are keen to move away from the damp, narrow and claustrophobic passages of previous games, and imbue *Resi 5* with a feeling of warmth, width and scale – just check the wild sun glare in these shots. The game will be in Hi-Def, naturally, with a 'heat element' cryptically linked to the gameplay – Takeuchi suggests you might want to cool down in a cave if it gets too hot. Will the enemy become agitated in direct sunlight and run you down? Time will tell. After all, the <mild spoiler if you haven't played *Resi 4*> Las Plagas parasites were very sensitive to flash grenades.

Resi 5 should be a highlight of the forthcoming Tokyo Game Show, held in Japan from September 16th-18th, where we hope to learn more about the enemy, controls (based on *Resi 4*'s targeting-heavy system) and the – apparently much improved – environmental interaction. One thing's sure – Capcom have dedicated the bulk of their development resources to making *Resi 5* worthy of PS3. They've even hinted at a return to the main storyline, perhaps picking up <mild spoiler> Ada's, subplot (see page 40) from *Resi 4*. Wesker? A plan to resurrect Umbrella? We can genuinely hardly wait...

...e best PS2 ...age 35 for an ...). The

...g natives w... shotgun shel... pecting some ...ons and city ...mbies' pouring ... stuff... and

IT'S CHRIS! PROOF!



STREETS AHEAD: With the extra PS3 horsepower they can lavish a lot more detail on the gameworld.

FOUR GLORY: Expect the game to play from the magnificent Resi 4-style viewpoint.

HOW RESI 5 PUSHES PS3...
... BY TECH EXPERT DAN G

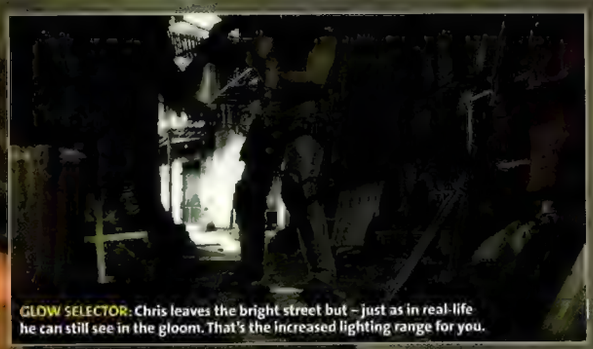
"Jesus. My face isn't that fat is it? Anyway, I'm here to point out why *Resi 5*'s lighting effects really are very special. PS3 has a huge dynamic range for it's lighting. Basically this means that you can set levels from a realistic 'staring at the sun' 'white out' right through to pitch blackness and everything in between. It makes PS3 games look much more realistic. See?"

SHADOWS
By tracking the line of light from light sources you get highly realistic realtime shadows that track around surfaces and edges.

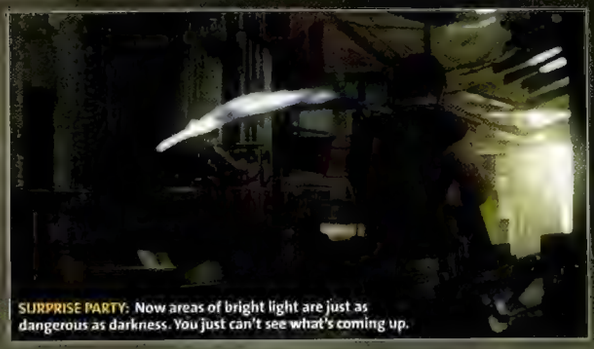
PITCH BLACK
At the bottom end of the scale there's total blackness. An ideal hiding place for zombies-in-waiting.

LIGHT POOLS
Where direct light breaks through scenery and illuminates spots these spots then glow and light up surrounding scenery for a realistic 'glow'.

WHITE OUT
At maximum brightness you'll get a realistic white glow. Anything looming out of this would be invisible.



GLOW SELECTOR: Chris leaves the bright street but – just as in real-life he can still see in the gloom. That's the increased lighting range for you.



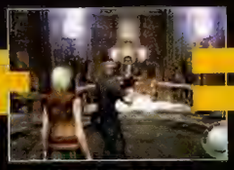
SURPRISE PARTY: Now areas of bright light are just as dangerous as darkness. You just can't see what's coming up.

WHAT INSPIRED RESI 5?

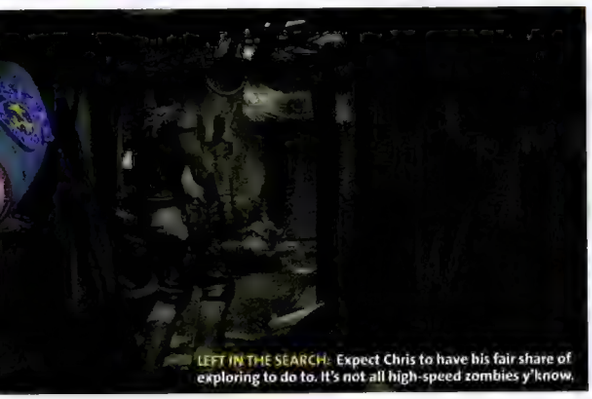
Black Hawk Down

28 Days Later

Chris Redfield


Resident Evil 4

PS3 = RESI 5 ON PS3!



LEFT IN THE SEARCH: Expect Chris to have his fair share of exploring to do to. It's not all high-speed zombies y'know.

WHO FLARES WINS: Dark and gloomy areas give way to bright sunlight, blinding the player.

HOW DOES RESI 4 LOOK SO GOOD ON PS2?

PSM2 chats with Masachika Kawata, the brains behind *Resi 4*'s startling PS2 conversion...

How were you able to get the game looking as good as the GameCube game?
Resi 4 was created using full range of drawing ability of GameCube. The reason why PS2 could perform as well as GameCube was that I think programmers and designers analyzed the hardware thoroughly in order to convert code without cutting quality, and they succeeded the aptitude of the material and levelled up the processing capacity. However, in the beginning I did not think we would be able to sustain such high quality. I feel very proud we've managed to do such an accurate representation.

What inspired Leon's new laser gun?
Although various weapons were picked, we decided to create a laser gun because this time we wanted to create a weapon with a different kind of image.

What other ideas did you have for new weapons? Why were they discarded?
We had the idea of a chainsaw, but it was discarded because it is too brutal for a character like Leon.

Who's your favourite *Resi* monster of all time? Why?
I think I like the "monster" (zombie). That was always quite shocking to me. He was the most unique character in *Resi*, however, unfortunately, he does not appear in *Resident Evil 4*.

What aspect of the PS2 conversion are you proudest of?
I am most proud of the fact that we could port all the fascinating aspects of *Resi 4* without detracting from the essence of the game and provide PS2 users with the best possible experience.

What are you most excited about in the PS2 exclusive Separate Ways mission?
What I think I am most excited about is that players can experience the fun of knowing what's going on in the background of the main story from Ada's perspective.

How did Ada Wong survive the events of *Resi 2*? Is she secretly Hunnigan? And why is she wearing that dress?
Ada and Hunnigan are not related. They are different persons. Other things are secret, I'm afraid (laughs).

WORLD-FIRST PLAY OF RESI 4 ON PG35!

Developer: EA ■ Publisher: EA ■ ETA: November

THE CHASE IS ON!

Need For Speed: Most Wanted takes on the streets, the police and both PS2 *and* PS3...

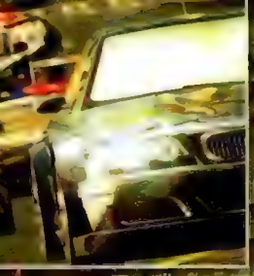
Having been done to death in first-person shooters, bullet time has now, bizarrely, made its way into racing games. Keanu Reeves has a lot to answer for. But, you know, this isn't quite the ridiculous idea you might think it is. While playing *Need For Speed: Most Wanted*, you might suddenly find yourself barrelling too fast around an oh-so-tight corner, police on your tail, while several massive lorries chug past, horns parping in symphony. A quick switch into bullet time and you can glide through the narrow gaps between trucks as gracefully as a swan. Well, a swan made of metal. With wheels. Anyway, it works very well and – naturally, for *NFS* – looks massively cool.

Taking in three different types of race – simple checkpoint affairs, drag races and cop chases with what feels like *dozens* of police roaring after you, ramming your motor and trying to surround you – and with a load of gorgeous-looking, suitably urban, environments, we're certain that this is going to be at least as good as the previous *NFS* games. But, well, it feels – whisper it – a tiny bit slow. Not criminally so, but – and maybe this is just borne out of having our eyeballs fried by *Burnout Revenge* directly beforehand – just slow enough to be distracting. S[illegible] plenty of time f[illegible] mechanic to ham[illegible] problem into shape.

PSM RECKONS *It's a bit like when your team signs a winger with 'incredible pace', who turns out to be more Paula Radcliffe than Carl Lewis. That said the versions we've seen on current and next generation consoles look absolutely amazing.* NFS: MW *PS2 will be top of the podium again this Christmas. Then there's the PS3 version to look forward to. Scorching.*

NFS LOOKS TASTY ON PS2... BUT EVEN BETTER ON PS3!

PURSUIT FORCE: The cop chases promise to be fantastic.



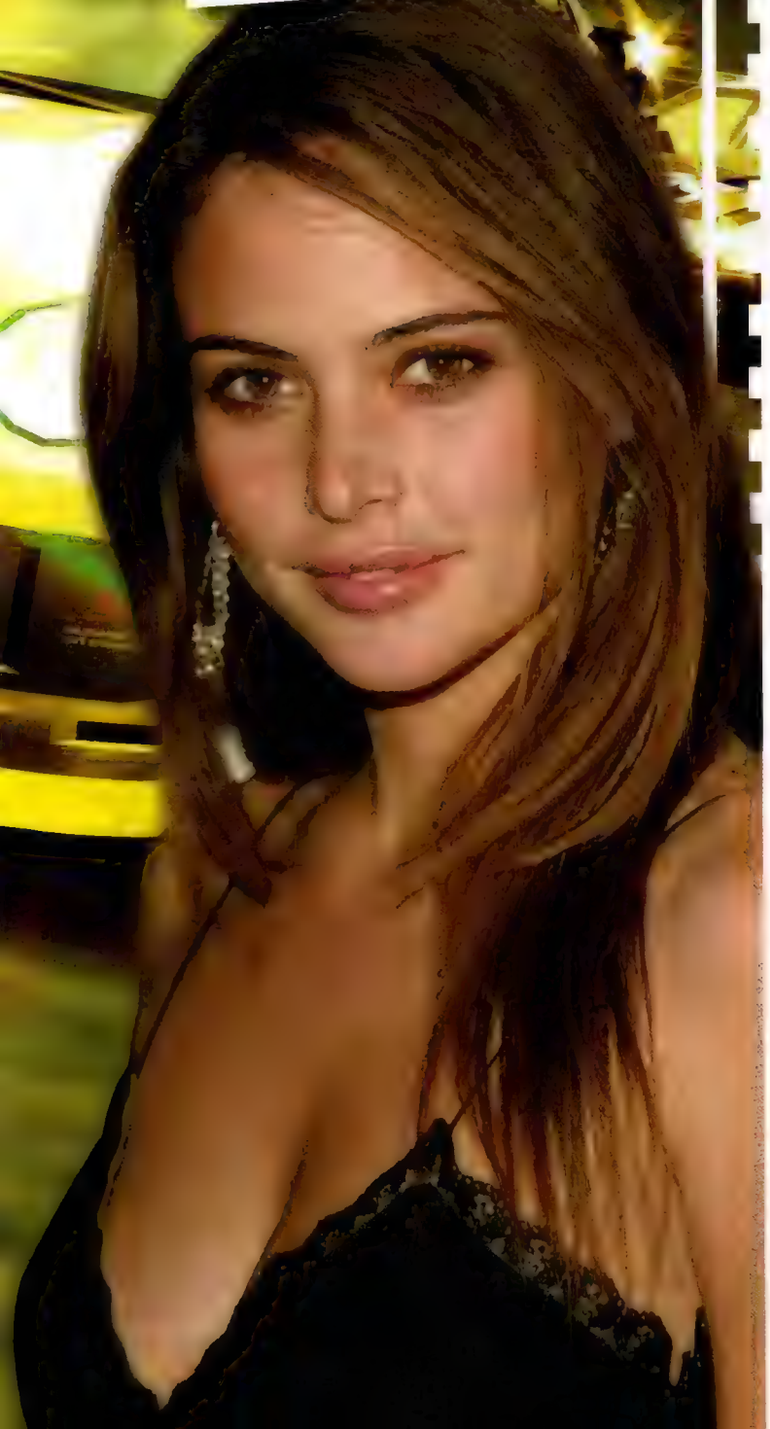
PLUS

EA SIGN UP WORLD'S UGLIEST WOMAN!*

Josie Maran is the new face of Need for Speed. And the rest of her isn't bad either.

*WRITES PSM2'S NEW BLIND AND GAY WRITER

You've got to hand it to EA. Or rather you've got to hand it to the man at EA who wades through mountains of pictures of beautiful ladies trying to decide which one to furnish with a massive cheque. We don't care if Josie Maran is keen on cars. We don't even know if she can drive. What we do know is that she looks good. Thank you EA. Another winner.



Developer: Rockstar Publisher: Rockstar ETA: October

HOW THESE CAMP 1970S MEN WILL KICK YOUR ASS

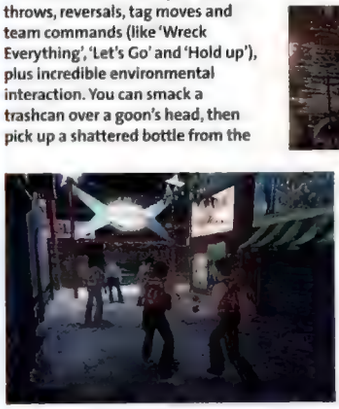
You can mock, but you'll all be dressing like this by Christmas.

Back in 1979, the hardest gang in the world wore waistcoats and fought men on roller skates in public toilets. Which sounds *dreadful*, but as anyone who's seen The Warriors will attest, when the gang stroll triumphantly across the beach to Joe Walsh's In The City, it's enough to make you shadow box the air. The mix of cheesy rock, panto camp and brutality feels *right* – and Rockstar are determined to do the licence justice.

The Warriors plays like a mixture of *Manhunt*'s gritty urban environments, *Def Jam*'s ultra-violent close up attacks and the team-based play of, say, *Streets of Rage*. There's the usual variety of combos, throws, reversals, tag moves and team commands (like 'Wreck Everything', 'Let's Go' and 'Hold up'), plus incredible environmental interaction. You can smack a trashcan over a goon's head, then pick up a shattered bottle from the rubbish and glass him in ultra-bloody slow-motion. The bar fight we saw had men smashed through banisters, whacked with cash registers and slammed with poles. Best of all, you can carry a ghettoblaster around and enjoy the film's iconic radio chatter and pompous hair rock.

PSM RECKONS We're more excited about this than most games this year – it's a camp, deadly, iconic fusion of everything modern beat-'em-ups should be and visually it's astonishingly solid and visceral. Best scrapper since *Def Jam Vendetta*? We're more confident than we would be walking down the street in a leather vest.

"A CAMP, DEADLY, ICONIC FUSION OF EVERYTHING BEAT-'EM-UPS SHOULD BE"



CRIME JUICE Hurl enemies to the floor and smack 'em round the chops.

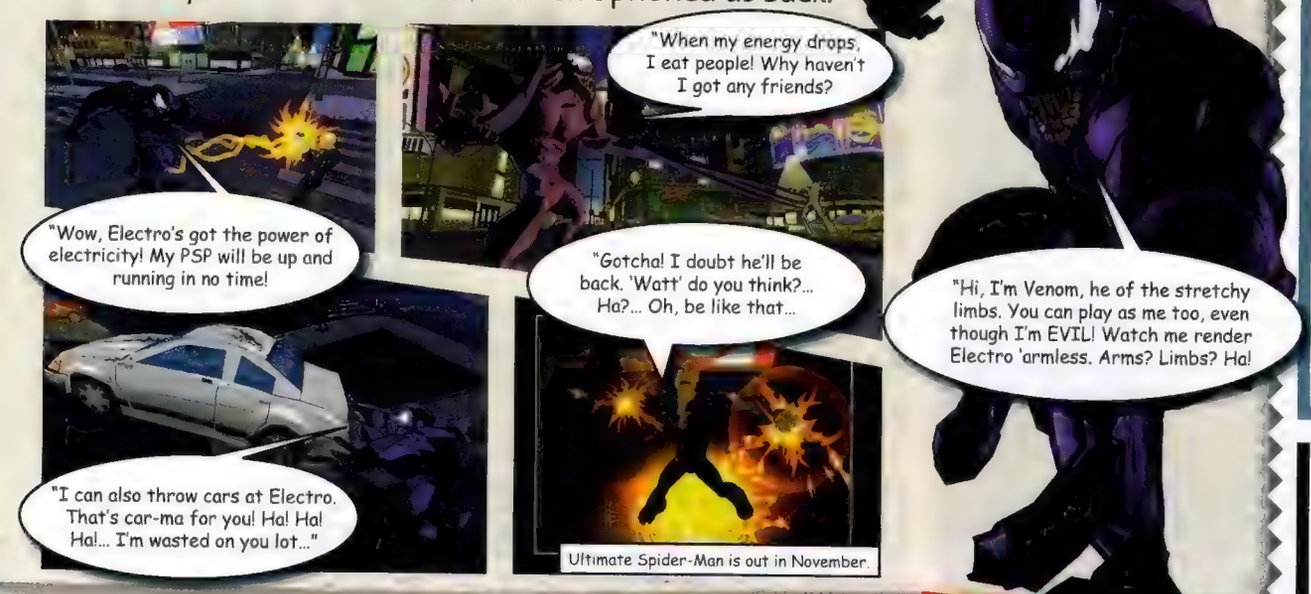
Accelerator

SCANDALOUS GOSSIP, INSIDER DIRT, ZERO BULLSHIT

"Here's the fearsome Rhino attacking me! He wants to bleedin' kill me! And to think we were once lovers..."
"I use my Spidey-sense to detect his weak spot. It's on his back, look. His other weakness is Twiglets. And goring people to death."
"Oh, Rhino, you once made more than my Spidey-sense tingle... Hey, look - a handy wrecking ball!"
"Take that! Love is 'never having to apologise for smashing you in the face with a rock'.

SPIDEY VS VENOM

We've made some 'hilarious' comic strips from screens of *Ultimate Spider-Man*. Marvel still haven't phoned us back.


"When my energy drops, I eat people! Why haven't I got any friends?
"Wow, Electro's got the power of electricity! My PSP will be up and running in no time!
"Gotcha! I doubt he'll be back. 'Watt' do you think?... Ha?... Oh, be like that...
"Hi, I'm Venom, he of the stretchy limbs. You can play as me too, even though I'm EVIL! Watch me render Electro 'armless. Arms? Limbs? Ha!
"I can also throw cars at Electro. That's car-ma for you! Ha! Ha! Ha!... I'm wasted on you lot..."
Ultimate Spider-Man is out in November.

"UNLEASH THE EVIL..."

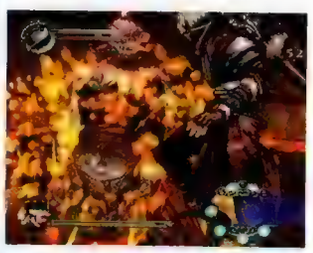
RESI 4 UK RELEASE DATE REVEALED

You'll be glad to hear that *Resident Evil 4* will be hitting European PS2s on November 4th. This is within a week of the US release which is good news for everyone. Furthermore, Capcom have released the UK box art which, to be fair, isn't terribly good. Look at this month's cover for example – Capcom rendered that for us with only a sketch by Milf for reference – think how much better it'd be if they'd used that instead. What do you think? Speak your brains and send your thoughts in to the usual address. You could even sent in your own ideas for *Resi 5* box art and perhaps make Capcom do something, well, better next time.

"DESTINED FOR GREATNESS?"

SWORDS OF DESTINY

Looking and playing like a combination of *Devil May Cry, Chaos Legion and Onimusha, Swords of Destiny* is a third-person samurai action game that uses an entertaining rhythm-based combo system wherein you must strike just as an enemy does to deal double damage. Like *Genji* then, only in a far more fantasy-orientated game world with magic and monsters and big fancy hats and things. It's been out in America and Japan for a while now and was well-received. Will it perform as well come its European release? We shall see.



"ALL HAIL LENNY NETTEB"

FIFA STREET RETURNS!

Tucked away in the extras section of *FIFA 2006* is a trailer for *FIFA Street 2*. Good news indeed – provided you like relatively unchallenging games that denigrate the skills of real players by turning a skill move that took three years to learn into an L1 button press. Details are scarce, but it's still set 'on da street' – albeit a cheery European cobbled one – with motion captured moves from real life cul-de-sac footy champ Lenny Netteb. No word yet, though, on whether MC Harvey will reprise his edgy urban commentary from the first game. If by 'edgy' you mean flat like Holland.

FIFA 2006 VS PES5

HANDS-ON UPDATE!

It 's going to the wire! Actually, it's not really, we just thought we'd try and up the dramatic tension a bit.

FIFA 2006, then. 1) It's a bit like *PES*. As the game boots up, you're presented with a variety of control options (Classic Analogue, New Analogue, Classic Digital and New Digital). The New Digital option makes the controls *exactly* the same as *PES* – right down to the L1 shuffle thing – which is nice for ten minutes, but not half hour later when it starts to feel plain wrong. 2) Old games are *officially* rubbish. *FIFA 2006* contains a full version of *FIFA '94* on the Megadrive. Yes, it sounds good – we used to love the Sega version – but about, ooh, 12 seconds in the facts are clear – this is shit.

Good news? You feel more in control than previous titles – largely due to the *PES* 'tribute', which cleverly/cynically helps *PES* nuts adjust. The AI's off-the-ball runs have been improved, but lags behind the 'almost-real' players of *PES5*. Skill moves *look* nice, but amount to an ineffective disco dance. On the bright side, the animation's lush, there's a neat on the spot evasion option and short passing is crisp.

PSM RECKONS *FIFA 2006* plays a decent game of football, with a massively in-depth create-a-player option and the usual licenced razmatazz, but pails compared to *PES*. Again. Ho hum. Still, it's quite good. But only quite. As ever. Full review next month.

ALL 4 ONE. ONE 4 ALL.

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DOES SHE TAKE YOUR BREATH AWAY?

WWE Smackdown! Vs Raw 2006 looks sets to leave you breathless, but not in the way you think.

Just looking at this fulsome lady here is probably making you a bit short of breath. She's Stacy Keibler, and she and her equally fulsome lady friends will be starring in *WWE Smackdown! Vs Raw 2006*. And if she *is* making you a bit short of breath, then you'll be similar to the actual big male wrestlers in the game. Tenuous link? What tenuous link?

See, one of the much-vaunted changes this time round is the stamina system. When you or your opponent are a bit knackered and on the verge of being defeated, you can hammer SELECT to regain vital stamina. Which sounds much better than it might prove to be. Why? Because during our two-player games what tended to happen was that we'd beat twelve bells out of each other until we were half-dead, and then both scurry off to opposite ends of the ring and hold down SELECT for 20 seconds until we were all patched up. And that hardly makes for flowing gameplay.

PSM RECKONS *Ill-thought out stamina system apart, this looks like being at least as good as last year's outing. There's a new-look momentum system to affect the ebb and flow of a match, you can reverse moves that were already reversed, there are Buried Alive matches and there's a new Hardcore attribute which dictates how good wrestlers are with weapons like chairs. Should be great, but we won't rest easy until we see just how that stamina system finally turns out...*

STREETS OF CAGE: Cage matches remain as brutal as ever, but the new blood ups the violence.

Developer: Criterion ■ Publisher: EA ■ ETA: September

NOW THAT'S SOME DRIVE

Multiple pile-ups meet *Tiger Woods* in *Burnout Revenge*. Kind of.

When you think of *Burnout*, you probably don't tend to think of a leisurely pursuit like golf. Huge, smashed up piles of metal and a repair bill to make a Kwik-Fit man slash himself in delight, yes. Plus fours and sandy bunkers, no. But *Burnout Revenge*'s Crash mode is *just like golf*.

See, it starts with you trying to get an immediate boost via a Tiger Woods-style swing system. Click when the mark swings into the green area at the top of the bar and again at the bottom. Get it right and you'll blaze off at top speed. Foul up and your engine explodes. But the golfing comparisons go beyond that. If you hurtle off a ramp and into the air, you've then got wind speed and resistance to contend with – again, just like golf.

Anyway, this means fiddling with your stick <cough> to adjust direction and crash down on your intended target. Target? Oh, yes. Crash mode now has specific cars that you can wreck to get maximum points.

And then there's the Crashbreakers. No longer is achieving a Crashbreaker merely a case of causing a sufficiently mountainous pile-up. No, once you've smashed to a halt and caused almighty carnage, the Crashbreaker meter appears on screen, counting down from 100. You've got to hammer at the joypad to ensure it drops as little as possible and cause as big an explosion as you can. Your reward for causing enough damage? Another Crashbreaker. It's knackering, frankly, but it's here than you can gain the highest scores – because the multipliers are gone. Not making desperate lunges for those all-important times-four icons feels odd – but once you're used to the new mechanic (cars? Mechanic? You see?), you won't look back.

"HAMMER AT THE PAD TO CAUSE AS BIG AN EXPLOSION AS YOU CAN"

Swing Cross: That bar on the left is your, for want of a better word, swingometer.

PSM RECKONS *It wasn't broken, but Criterion have fixed Crash mode anyway – and it's better than ever. And the rest of the game is coming along nicely, from the even-more-frantic races to Traffic Attack (cause as much damage as possible within a time limit). Short of a disaster, this will be awesome. Review next issue.*

Developer: EA Publisher: EA ETA: November

CONNERY!? BEDINGFIELD!? PARDON?

Natasha Bedingfield lands a starring rol in James Bond game based on From Russia With Love. Yes. Natasha Bedingfield. Yes, *that* one.

EA's radical 'reimagining' of From Russia With Love now deviates so far from the classic movie that even Natasha Bedingfield has landed a starring role. Question: How many 'OK-looking ladies' did they phone before offering Bedingfield the gig as James Bond's love interest? 50? 100?

It's just the latest weirdness in a long line of insanity that began when the previously excellent Bond franchise took it's first furtive step off the rails with *Everything Or Nothing*. And, having played From *Russia With Love*, we're concerned.

The enemy AI is knackered. Playing through the game's centrepiece hedge maze level sees the baddies happily let you stomp up behind them like an elephant in Doc Martins without so much as a glance over the shoulder. Couple this with Bond's near-invulnerability – as a test, we just sprinted through the second half of the level, deliberately getting blasted to ribbons, yet never really came close to actually dying – and things look bad.

As for the well documented jetpack vs helicopter farrago (what should be the most exciting thing ever in a videogame actually involves spinning a tiny puppet around while holding fire) we'd best wait until final code before we start blubbing into our Martinis.

PSM RECKONS *It's aggravating that the enemies have all the intelligence of fieldmice. We're appalled that the excellent idea of going back to classic Connery appears to have been pissed away, and we've got our fingers, toes, arms, legs and eyes crossed in hope it might improve.*

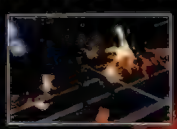
REAL BOND VS EA BOND

The massive disparity between the real From Russia With Love and EA's American frat-boy interpretation of the classic Bond movie is only the latest in a series of radical 'reimaginings' of the James Bond world. What next? Skateboarding down a missile fired out of a robot? Tsk.

THE REAL JAMES BOND Idly tosses his hat onto a hat stand to [illegible]

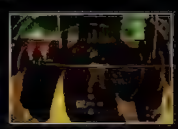
THE EA JAMES BOND Rides a motorcycle underneath trucks.

THE REAL JAMES BOND Has sex with a lady then orders more ladies.

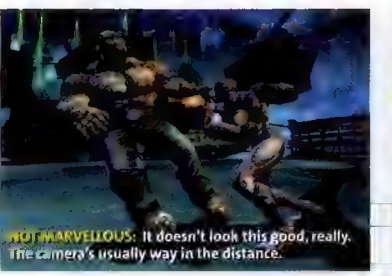


THE EA JAMES BOND Abseils down a burning building.

THE REAL JAMES BOND Has a mint julep round at Goldfinger's ranch.



THE EA JAMES BOND Has a golden eye that fires lasers out of it.



NOT MARVELLOUS: It doesn't look this good, really. The camera's usually way in the distance.

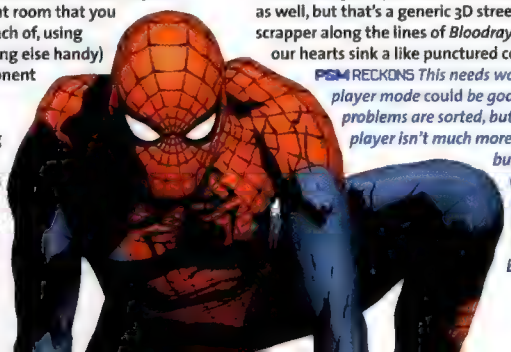
RISE ABOVE IT ALL: There's still hope for this game, though. But we're edgy about it.

Developer: EA Publisher: EA ETA: October

FUTURE IMPERFECT

Marvel Nemesis: Rise Of The Imperfects looks like it might turn out to be a worryingly apt moniker...

"It's *Def Jam* with superheroes!" we've been squealing for the last few months. We're wrong, though. It's more like ancient-but-skill Dreamcast beat-'em-up *Power Stone* with superheroes. Yes, rather than being hemmed into one small area, a la *Tekken* or indeed *Def Jam*, you've got one giant room that you can fight in every inch of, using furniture (or anything else handy) to smack your opponent with. But at the moment, *Marvel Nemesis* is suffering from the old problem of controls that seem to do anything but what you intend and the characters feel as light as air. It is nice to 'be' Spider-Man and beat the tar out of Captain America in a refreshingly large environment, mind you – levels include an old mansion (zzz) and, excellently, the newspaper office from the Spidey flicks. That's just the two-player mode, though. *Imperfects* has a single-player game as well, but that's a generic 3D street-based scrapper along the lines of *Bloodrayne* that makes our hearts sink a like punctured concrete ducks.



PSM RECKONS *This needs work. The two-player mode could be good if its control problems are sorted, but the single-player isn't much more than a generic button-masher with zero flair. We so want this to be fun, too. Please make it better, EA.*

Developer: EA Publisher: EA ETA: March 2006

OH MY GODFATHER

If you've had your breath masterfully bated for *The Godfather*, best, erm, un-bate it for a bit...

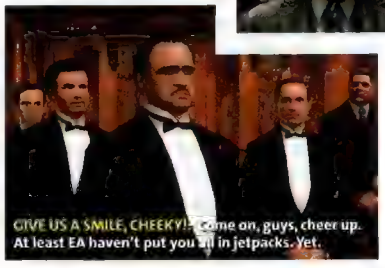
"We've got a big announcement concerning *The Godfather*," an EA lady told us recently. What was it, we wondered. Will it actually use Brando's voice after all? (No, as it turns out – he tried in the days before his death, but couldn't.) They haven't done something daft like scrap everything and created something based on the *Batman Begins* engine, have they? (No. Phew.) What is it? "It's delayed until March." Oh. Right.

Still, although we've yet to actually go hands-on with *The Godfather*, we've seen it in action and the delay seems like a Good Thing. Because *The Godfather* is, in a word, ambitious. It's got the scale of *GTA*, without the loading times when you walk into a building. It's got the same sense of brutality – and, indeed, the same 'torture bar' to measure the level of violence you're dishing out – of *The Punisher*. It's got the same mission-based yet open-ended structure of, erm, *GTA* (you'll start off as a lowly mobster, and you've got to take over local businesses and bring down rival Mafia families). It's got a 'create-a-gangster' mode akin to recent 'create-a-wrestler' modes in recent *WWE* games. And it's got a 'respect' system a bit like, well, *GTA*'s.

You'll be blasting people with big guns. You'll be smashing up businesses with baseball bats until their owners pay you protection money. You'll be bribing the police. You'll be stopping supplies reaching other mobs' warehouses and shops. And you'll have all of New York circa 1945 to explore and, eventually, take over. As we said, it's massively ambitious and needs great care. Give them just a little more time, as Gabrielle kind of once said.

PSM RECKONS *Well, it's GTA in Mafia-ridden New York, isn't it? It certainly looks the part and, if it's to achieve even half of what it intends, The Godfather's delay is understandable. We've got high hopes for this and, if they're prepared to miss the Christmas market, so do it's makers. Here's to Easter 2006.*

THE GOODFATHER: EA are clearly hoping for the game to be as epic as the movies.

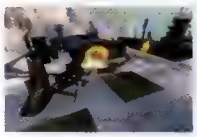


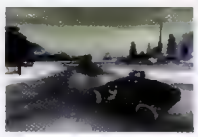
GIVE US A SMILE, CHEEKY!: Come on, guys, cheer up. At least EA haven't put you all in jetpacks. Yet.

Developer: Digital Illusions Publisher: EA ETA: September

BATTLEFIELD OF DREAMS

Forget your *Medal of Honor* nightmares. We play and praise the amazing *Battlefield 2: Modern Combat* – the brand new God of all things 'war'...





Those of you disappointed by EA's last war 'effort' Medal Of Honor: European Assault – all of you, then – might be finding it touch tricky to muster up enthusiasm for their latest first-person view squad-based shooter. Especially as it's a sequel to a PC-only title that you might not be aware of. However, you should be breaking out the bunting and the party poppers because *Battlefield 2* looks as if it's going to be sodding great.

Split into 24 missions, *Modern Combat* is set in the near future and sees the forces of China and Kazakhstan scrapping it out, with regular intervention from NATO. You'll play as all three sides over the course of the game, but essentially your goal is simply to wipe out the enemy troops. But exactly how you do it is almost entirely up to you. Fancy simply mowing everyone down in a massive tank? Fine. Or sneaking about on foot, nipping out from corners, taking potshots and scurrying away? Or would you prefer to simply clamber aboard a whacking great helicopter and mow the enemy troops down? Easy.

And you alternate between all of those and more at almost any point via something called 'hotswapping', which basically means getting one of the guys on your side in your line of sight – which brings up a little white icon – and stabbing ◎. Then you'll literally jump into his boots. So you can whirl around the level, swapping between copter pilots, snipers, armoured car drivers and footsoldiers.

Plus, the controls are spot-on, vehicles handle like they should (well, we imagine tanks should be slow, ponderous and thoroughly awkward, but we'll confess to never having actually driven one) and it looks absolutely blinding. More on this very soon.

PSM RECKONS *Although we're mildly concerned about the seemingly never-ending slew of troops at your disposal - we were told you usually get about a dozen, but we're sure we lost a lot more guys than that - we're salivating like sweaty dogs in anticipation of Battlefield 2. And let's not forget the 24-player online mode. No, certainly don't forget that...*

"SWAP BETWEEN PILOTS, SNIPERS, ARMOURED CAR DRIVERS AND SOLDIERS"

THROW THE TRUCK AT YOU: It's packed with motion-blur, sparks, explosions and heavyweight car-nage. Brilliant.

Developer: Midway Publisher: Midway ETA: October 2005

LA RUSH

Why this pimped-out new street racer is looking brilliant and how its combination of *Burnout* and *Driver* rips up the rules on PS2...

New from Midway, a game that's shaping up to be Driv3r done properly. We've got the first code of the game that packs the streets of LA in all their driveable smashable beauty into your PS2 and – given that we've been playing non-stop for days – we're mightily impressed so far.

Even if the hardcore hip-hop stylings of games like *Midnight Club* and *Need For Speed Underground* don't do it for you, *LA Rush* is an enjoyable, accessible arcade racer that smacks of *Burnout*, *Driv3r* and *Grand Theft Auto* all at once. It mightn't be as accomplished and it might absolutely *reek* of contrived 'ghetto', but it's still worth your attention. For one, it's technically amazing with vast free-roaming environments, streets teeming with traffic and a near-limitless draw distance. Then there's the chunky arcade-style handling which is simplistic and easy to get to grips with, destructible environments and amazing slow-motion crashes. It's surprisingly well-designed and we can't wait to get our hands on the finished version. They've even enlisted the talents of top American 'celebrities' including hip-hop star Twista, comedian Bill Bellamy and actor Orlando Jones. Er, we'll stick with the driving thanks.

PSM RECKONS *Brilliant, havoc-ridden, free-roaming fun. Review next issue hopefully.*

Accelerator extra

Tiny last-minute shots of BIG importance

STATE OF PLAY

Get yourself to the Birmingham NEC on the 14th, 15th and 16th of October and you can visit State of Play, a huge games event open to the public. Want tickets? Then head over to www.stateofplay.net for information.

X-MEN LEGENDS 2

Activision's top-down action RPG (think *Baldur's Gate*, but with mutants) is coming along nicely and the news that you can play as Magneto, Bishop, Wolverine and company should have fans pleased after the last lacklustre game.

DARKWATCH

You're a cowboy, right? Only you're also a vampire and you're fighting zombies in a dark, twisted version of the Wild West. Baffled? Don't be. This gore-splattered FPS adventure looks suitably action-packed. More soon.

FINAL FANTASY XII

Now, we love *Final Fantasy* (more than fat kids love cake) but we're finding it difficult to get excited over the 'hot' news from Square Enix that it'll be out in Japan in March 2006. That's bloody ages. Stop arsing around Square and finish this beast pronto.

METAL SLUG 4

Yes. We love this. And this classic shoot-'em-up spearheads a slew of quality games from SNK including ancient beat-'em-up *Samurai Showdown*, *King of Fighters 2003* and *Metal Slug 5*. We'll be featuring the lot in PSM2 very shortly.

SPIDER-MAN 2™

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UMD™ VIDEO for PSP

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www.yourpsp.com

SOUL CALIBUR 3

The best beat-'em-up EVER comes out fighting...

S*oul Calibur 3* is liquid gaming – delicate and soft to the touch (but, unlike liquid, hard and unyielding when it has to be). It feels smooth and formless and almost flows between your thumbs, making you wonder why you ever bothered with timing-heavy *Tekken*. It's not a technical beat-'em-up á la *Virtua Fighter*, but what it lacks in complexity it more than makes up for in playability, which is far more important than being able to perform elaborate 70-hit combos from a hundred different angles. *SC3* is all about the flow...

Namco have also realized that, above all, if a beat-'em-up is going to hold your attention for more than a few weeks it needs content – plenty of stuff to do, see and unlock. *Soul Calibur 3* has several substantial new game types with RPG leanings, a create-a-character mode as well as traditional Weapon Master and Arcade modes. It's brimming with distractions and feels like massive value for money. Over the next four pages we scratch the surface of the ultimate fighting machine...

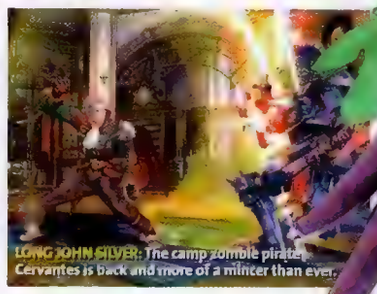
"IT'S LIQUID GAMING – DELICATE, SOFT, SMOOTH AND FLOWING BETWEEN YOUR THUMBS"

NEW GAME MODES
Chronicles of the Sword
The most interesting of the new game modes combines top-down real-time strategy with classic *Calibur* fighting, and you can take your own created character through the game and develop their skills via an RPG-style experience system.
Tales of Souls
Like the arcade mode of yore, but with great emphasis on the story and multiple endings. Between bouts you'll be given choices and dialogue options that change the outcome of your character's quest for the Soul Edge sword. Sounds interesting.
Soul Arena
A set of challenges for *Calibur* masters, including defeating a giant stone colossus and timed battles against multiple characters. It's reminiscent of the *TimeSplitters* challenge missions. Complete these to unlock new weapons and clothes.

SIEGFRIED BREAKFAST: Siegfried gets his ass served to him on a plate by Ivy and her devastating chain whip.

RUNNING WITH SCISSORS: Voldo and his weird scissor fingers make a comeback. Hooray!

OUT OF TIME: You can still instantly win a battle by kicking your opponent out of the level. Sneaky.



LONG JOHN SILVER: The camp zombie pirate Cervantes is back and more of a mincer than ever.

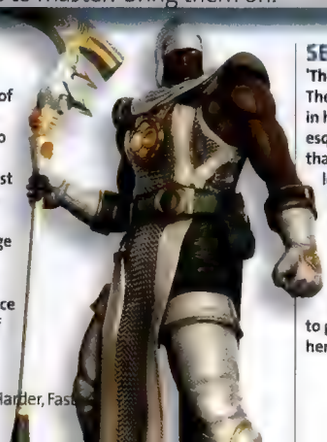
IN WITH THE NEW...

Three new characters to master? Bring them on.

ZASALAMEL

'The Enigma'

The burly Zasalamel's weapon of choice is a bloody great scythe which, brilliantly, you can use to fling opponents around like ragdolls. His fighting style is best described as 'swishy' and he's a faster, slicker alternative to Astaroth with lots of close-range attacks and ultra-violent grab moves. He particularly enjoys smacking people around the face and head with the blunt end of his scythe. Nice guy.



SETSUKA

'The Avenger'

The lovely Setsuka has a sword hidden in her umbrella. She's the least *Calibur*-esque of the three new characters in that her fighting style, superficially at least, is graceful and technical. We've seen little of her in action, so how she performs in relation to the other characters remains to be seen – she was mysteriously left out of the preview version we played. We can't wait to get our hands on her. More soon.

TIRA

'The Assassin'

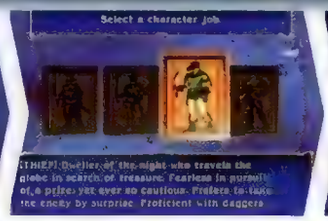
Tira is easily the most fascinating of the three new characters, partially because of her 'strategically'-torn top, but specifically because of her ring blade, which is the most preposterous weapon of all time. She's the fastest character of the three with a range of acrobatic flips and dives and, like Zasalamel, specializes in close-range combat. We did notice, however, that she's trounced by Kilik and his staff so, for future reference, if you're fighting Tira go for a long-ranger.

CHARACTER CREATION

The biggest new feature. Make your very own fighter.

GENDER

Purely an aesthetic choice. Each sex has its own selection of clothes and accessories. It really makes no difference which gender you choose to be.



CLASS

There are numerous fighting styles, including thief, dancer, samurai, ninja and over ten others. This dictates your character's weapon and move set.

APPEARANCE

This is the main creation menu. Here you can choose which body part you want to manipulate, be it head, hands, legs, torso or clothing.

CLOTHING

You start out with a basic selection, but by playing the other game modes you can unlock more extravagant, outlandish garb for your character.

HEAD

Adjust your character's face, head shape, hair and other various features. There are so many combinations that no two characters will ever look alike.

IN-GAME

Take your character through Chronicles of the Sword mode and you can upgrade stats, unlock new weapons and items and increase their skills.

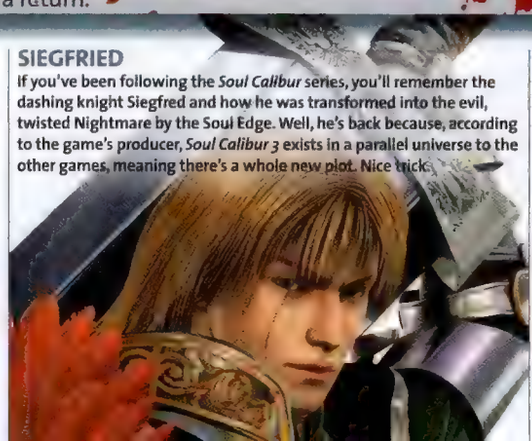
IVY LEAGUE: The hard-to-master Ivy makes a comeback in a fetching white boob jail.

FAMILIAR FACES...

Don't worry – favourites from the past also make a return.

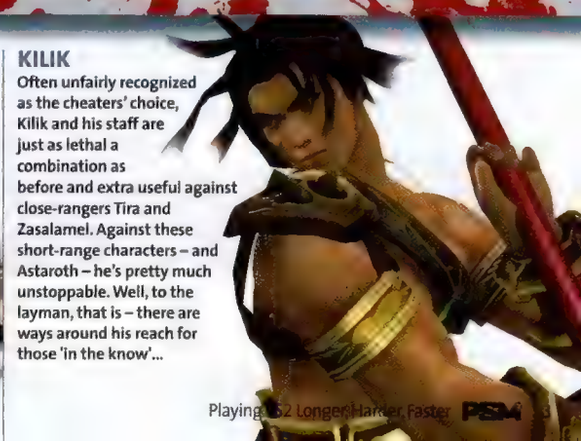
MITSURUGI

Fan favourite Mitsurugi is back and there's more to him than ever. In fact, he feels like an entirely new character, breathing fresh life into one of the oldest *Calibur* mainstays. We used him to fight against newcomer Tira and it felt perfectly natural. He seems to have lots more stance-changing and parry attacks this time around. As solid a character choice as ever, then.



SIEGFRIED

If you've been following the *Soul Calibur* series, you'll remember the dashing knight Siegfred and how he was transformed into the evil, twisted Nightmare by the Soul Edge. Well, he's back because, according to the game's producer, *Soul Calibur 3* exists in a parallel universe to the other games, meaning there's a whole new plot. Nice trick.



KILIK

Often unfairly recognized as the cheaters' choice, Kilik and his staff are just as lethal a combination as before and extra useful against close-rangers Tira and Zasalamel. Against these short-range characters – and Astaroth – he's pretty much unstoppable. Well, to the layman, that is – there are ways around his reach for those 'in the know'...

SEVEN KILLERS, ONE MIND.

Kun Lan Launches Wave of Terrorist At
REPORTS confirmed today that the evil underworld mastermind *Kun Lan* is responsible for the waves of terrorist attacks that have gripped the world in fear for the past two months.
Using a virus
ordinary people int
Smile' — *walking time*
seek out the nearest humans and self destruct – Kun Lan has promised that his war of terror will continue until all the World's nations are under his control.
In response to the threat, the governments of the World have turned to the 65 year-old Harman Smith and his team of profes
assassins – *the killer7* – to se
out and eliminate the threa
Happy New World Peace Order of 1998.
Mr Smith was thought
have killed Kun Lan over 30
last year repor
Kun Lan
PlayStation 2
killer7
"It's a blessing from the Gods..." Cube
" Stylish, slick, smooth and sexy - this is going to blow your mind"
Official PlayStation 2 Magazine

18

PlayStation 2

NINTENDO GAMECUBE

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RESIDENT EVIL 4

US GOVERNMENT
SECURITY TEAM SELECTION CRITERIA

Applicant instructions:
Answer the question(s) below and follow the instructions to receive your individually tailored mission briefing. The U.S. Government will not be held responsible for spoilers, shocks or increased heart rate resulting from an incorrect answer.

QUESTION 1
Can you identify the following symbol?

fig.1

HAVE YOU EVER MET ONE OF THESE?

fig.2

ADD ONE LETTER TO COMPLETE THE FOLLOWING SENTENCE...

'The highly contagious mutagen that turns humans into slavering zombies is the ____ Virus'.

If you have answered all three questions correctly, please proceed to Question 2. If not, please turn to page 36 NOW for LEVEL 1 ACCESS.

QUESTION 2
Have you ever met this man?

fig.3

WHO IS THIS LADY?

fig.4

If you have answered all questions correctly, please proceed to Question 3. If not, please turn to page 37 NOW for LEVEL 2 ACCESS.

QUESTION 3
Have you ever used one of these?

fig.5

Please note: *nobody* has used one of these. Proceed to page 38 NOW for LEVEL 3 ACCESS to discover the PS2 exclusive extras in *Resident Evil 4* – plus scientific analysis of how it compares to the GameCube version and why we're getting the definitive edition of the best game of 2005. Fact.

TEST ENDS

CONFIDENTIAL

RESIDENT EVIL 4

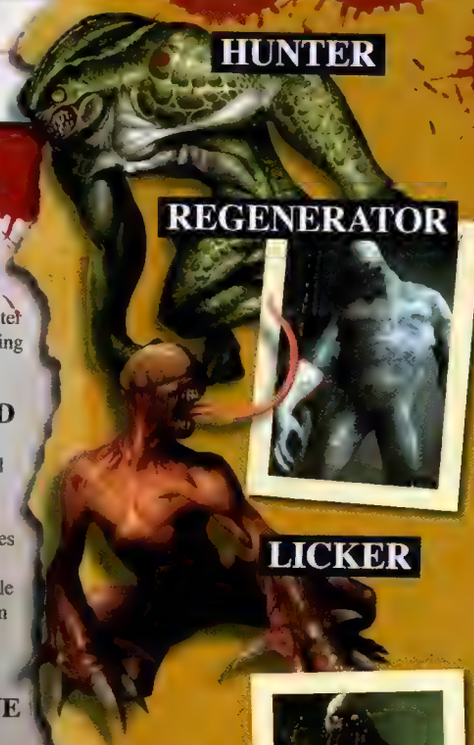
LEVEL 1 ACCESS – "I'VE NEVER PLAYED RESIDENT EVIL"

WHAT IS IT?

The original *Resident Evil* was released on PSone in 1996, spawning the 'survival horror' genre (an honour which some bestow upon Infogrames' *Alone in the Dark*) and a flurry of copycats, from the darker, more psychological *Silent Hill* to the action heavy, and rubbish, *Chase the Express*. The formula relied on unfaltering key components – a twisting plot, forced camera angles, a third-person perspective, genuinely repulsive enemies and a protracted pace that cranked up the tension via deliberately awkward controls.

The sound was revolutionary, exploiting PSone's ability to stream CD quality music, and playing on creaks, moans and other subtle noises to build tension. Even the title screen was scary, melting from an opening movie in the style of Evil Dead – with real actors, grating off camera screams and 'into the screen' swooping camera angles – into a nauseating title screen featuring the iconic *Resident Evil* eyeball. Most memorably, pressing ▶ caused the words 'Resident Evil' to boom from your speakers in a haunting icy drawl. Unsurprisingly, it became a series trademark.

THE FIVE SCARIEST RESI ENEMIES



WHAT RESI GAVE THE WORLD

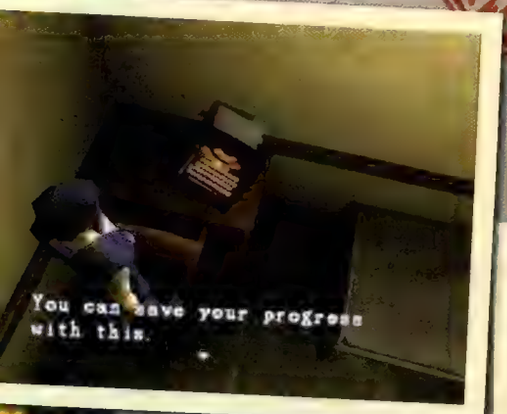
Today's clichés were yesterday's startling innovations, you know...

1) THE 'YOU DIED' SCREEN

Macabre 'Game Over' screens seem tired by today's standards, but in 1996, the shock of seeing the camera pan back to reveal your character's motionless corpse being ripped alive by a horde of zombies was hard to stomach. When you died, you *really* felt it.

2) THE TYPEWRITER

Yes, there was a time when using a typewriter to literally record your progress with its incongruously deafening key presses was fresh and exciting. We should also mention the soothing music of the typewriter room – a sea of calm in an otherwise oppressive world of violence and a vital tool to relieve tension.



3) THE FORCED CAMERA

You know how it works. An unseen menace growls through an FMV cut scene. You shuffle down the corridor. The tension builds. You spot a familiar piece of scenery. The camera flips to reveal a loosely boarded window… honestly, we didn't see that when the dogs burst through the glass. Resi 1 ref

4) THE ONE HIT KILLS

If you haven't played *Resident Evil*, then you've never experienced the crashing realisation that, yes, you *do* have to start again after a Hunter lizard leaps an entire screen length and leaves your character twitching in a pool of his blood looking for his head.

5) THE STAR SHAPED CREST

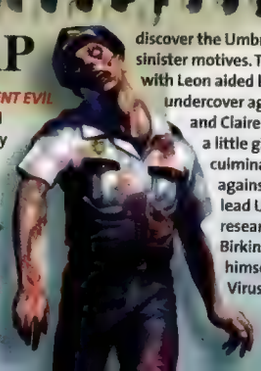
"Do you want to insert the hexagonal plate into the hexagonal opening?" Sure, it's been a videogame staple since the days of text based adventures on the Spectrum 48k, but *Resi* re-ignited the whole pleb-shaming puzzle thing that's been in every third-person action-adventure since.

6) JILL VALENTINE

Thought Lara Croft was the pioneering female games icon? Pah – Jill was there first and did it in sensible clothes, too. She was also the 'master of unlocking', sparking a revival in ironic email sign offs and 'handles' for internet nerds.

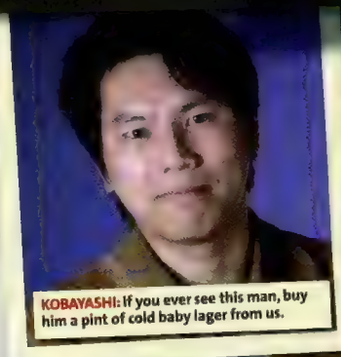
...LEVEL 2 ACCESS GRANTED... >>>

FIVE MINUTE PLOT RECAP

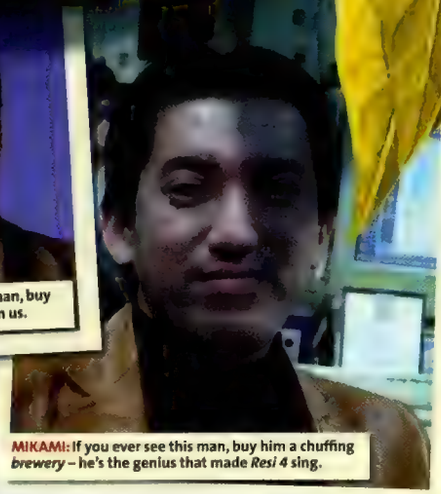


RESIDENT EVIL takes place in an abandoned mansion following reports of murders outside Raccoon City. A military team know as S.T.A.R.S are sent to investigate. They soon go missing and so they sent *another* team with Chris Redfield and Jill Valentine at the fore. They fight zombies, uncover the origin of the T-Virus, battle the shady Umbrella corporation and get double crossed by team leader Wesker. The game ends with a battle against Umbrella's secret super soldier the Tyrant. The plot thickens in *RESIDENT EVIL 2*, set a month and half later, as plucky student Claire Redfield (Chris' sister) and rookie cop Leon Kennedy, battle an entire town of zombies in Racoon City, to discover the Umbrella Corp's sinister motives. The plot branches with Leon aided by mysterious undercover agent Ada Wong and Claire battling to save a little girl. The story culminates in a battle against madman and lead Umbrella researcher William Birkin who's infected himself with the G-Virus (don't ask) to become an insanely strong super mutant. *RESIDENT EVIL 3* is, mercifully, less complicated, set in Raccoon City just before *Resi 2*, with Jill Valentine infected with the T-Virus and chased by the mysterious Nemesis. She battles a S.T.A.R.S mercenary team (sent in to clean up the city by Umbrella), receives T-Virus serum from friendly agent Carlos and kills the Nemesis, who was sent to kill the original S.T.A.R.S. team. The plot all goes a bit mental from here, but suffice to say, *RESI EVIL: CODE VERONICA X* ends with Chris and Claire Redfield reunited, the Umbrella corporation in tatters and with Wesker back from the dead as an agent working for an unspecified, even more dangerous third party. And don't even talk about the mutant slugs from prequel *RESIDENT EVIL 0*, or the events of the *OUTBREAK* games. Got all that? No? Tough.

LEVEL 2 ACCESS – "I'VE NEVER PLAYED RESIDENT EVIL 4"



KOBAYASHI: If you ever see this man, buy him a pint of cold baby lager from us.



MIKAMI: If you ever see this man, buy him a chuffing *brewery* – he's the genius that made *Resi 4* sing.

WHY THE BIG CHANGE?

PSone played home to three critically acclaimed sequels (see Five Minute Plot Recap below), before Capcom decided to milk the franchise with 'spin offs' like *Resident Evil: Survivor* – a desperately average lightgun game – and *Resident Evil: Gaiden* on Game Boy Advance, where you played as fat boy Barry Burton on a zombie-addled cruise ship. Nine years later, we've had 17 different adaptations of *Resi*, including GameCube remakes, plus online experiments like *Resident Evil: Outbreak File 2*.

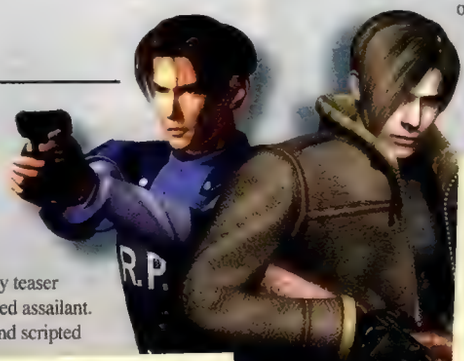
By 2004, the series was in crisis. The once compelling ***Resident Evil*** plotline was knottier and more convoluted than a Prisoner Cell Block H DVD box set. The 'formula' felt stale, the controls archaic and newer games like *Silent Hill* were delivering darker, harder, shocks. The series needed a saviour. Cue Shinji Mikami, the original Director, and father of 'survival horror'. His mission: to destroy *Resident Evil*.

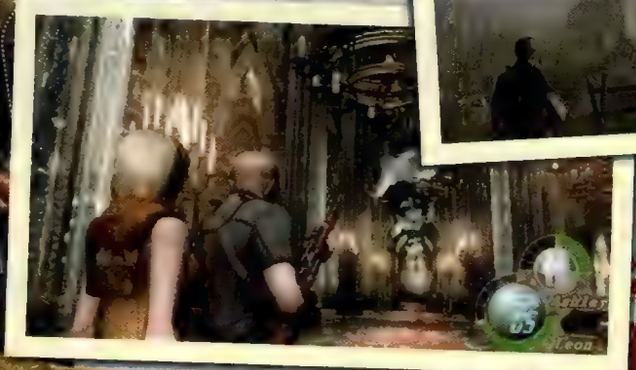
HOW RESIDENT EVIL 4 WAS BORN

The series had come full circle. But what no one predicted, however, is that it needed to die three times until they got it right. The first version of *Resident Evil 4*, announced in September 2001, saw Leon Kennedy creeping around the HQ of the Umbrella Corporation. The second was an *Eternal Darkness* (GameCube adventure) style psychological horror – Capcom even released screenshots and a moody teaser trailer in 2002 – saw Leon being stalked by a hook handed assailant. The third was traditional ***Resi***, with shotguns, zombies and scripted shocks. After months of hard work, Shinji Mikami – with the help of series veteran Hiroyuki Kobayashi – controversially (and bravely) pulled the plug. The 'survival horror' template didn't just need to be updated, but shattered.

Kobayashi was brutal – out went the zombies, Umbrella Corporation, T-Virus and trademark door opening animations. Mikami went further, ditching the fixed camera perspective for a claustrophobic over-the-shoulder viewpoint and cropping the screen at the top and bottom to give the game a cinematic atmosphere. The jumps and scares of previous games were scaled back to make the game more action packed. Leon was given kung fu-style close range moves, and enemies given the ability to duck, dodge and work in groups.

However, the series' core values remained – "fear and uncertainty" according to Kobayashi – while key elements like the herbs, shotguns, typewriters and, most controversially, the limiting turn-and-run control system were kept in place. Even without a strafe command, ***Resident 4*** went on to sidestep a potential critical backlash, earning universal 90%+ review scores worldwide and selling over a million copies by April 2005. While the game was initially announced as a GameCube exclusive, it was later confirmed for PS2. Why desert Nintendo? Could Sony's machine handle the incredible graphics? Would we be getting any extras? The answers lie over the page…





WHY IS RESI 4 SO GOOD?

The PSM2 team pinpoint why Capcom's resurrected survival horror is one of the best games ever.

Daniel Griffiths
Editor

"The arrival of the first *Resi* in the office (all those years ago) is still an amazing moment for me. The 'You Died' screen. The dogs. The *awful* dialogue. But after some curious spin offs, thank the S.T.A.R.S. for *Resident Evil 4*, where it belongs – on PS2. The shambling zombies, the bizarre sci-fi base/haunted house locations and the feeling that literally anything could be waiting when you open that shield door with the shield key... Crazed crows, precious gem stones discarded in dirt and a trail of riveting diaries and monologues hidden behind wardrobes... Look too closely at *Resi* and you'll miss the point. Far better to turn off the lights, open your mind and succumb to some true genius."

Dav Cook
Production Editor

"I'd never been much into *Resident Evil*. I'd always found it to be – sorry – slightly dull. And then came *Resi 4* – flawlessly plotted and paced, graphically the best thing ever and genuinely terrifying – just wait till you think you've cleared an area and then hear *that* chainsaw buzz coming towards you. As near to perfect as games get. And a PS2 version that's just as good, with extra bits? Yes, please. And why did *I* have to be the troll?"

Daniel Dawkins
Deputy Editor

"Best game ever? Possibly. The pace never lets up. Ever. And it's 20 hour long. In fact, when you *know* you're reaching the end – ticking off major baddies one by one – it's enough to make you sad because you know it'll be months, or years, until you play something this polished again. Fave bits? Zombie decapitations, the village chief, popping Salazar with a rocket launcher and, well, everything about the weapons. And the PS2 version's a dream."

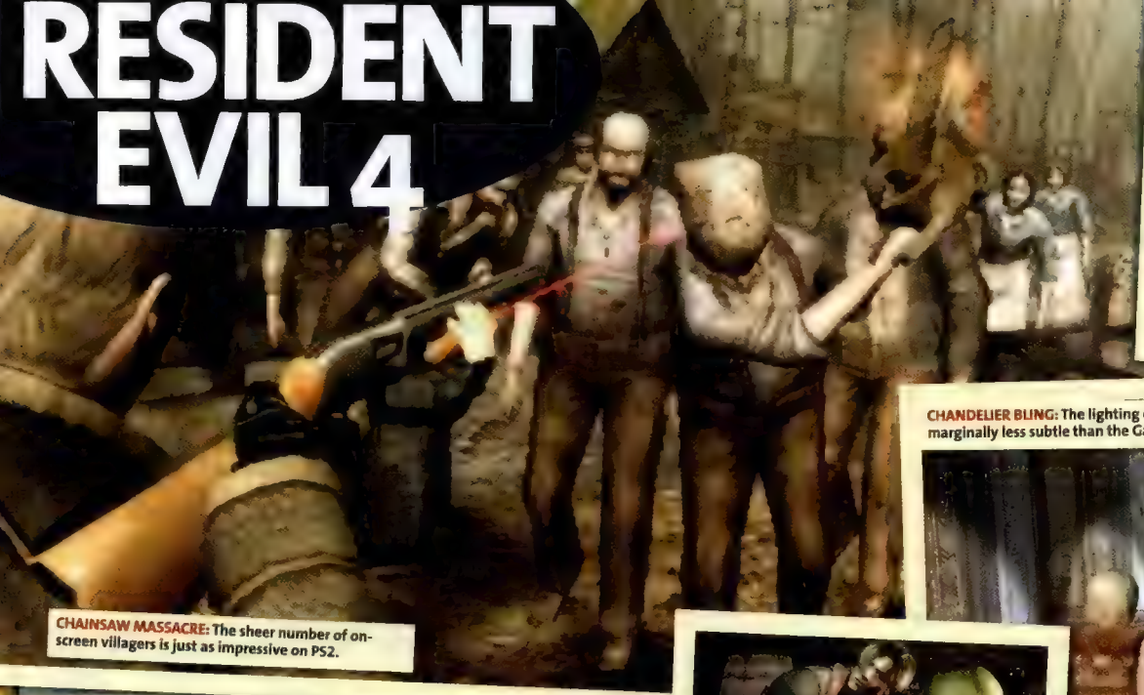
Milford Coppock
Art Editor

"A game has to be pretty special these days to make me sit down for 20 hours and actually finish it. *Resi 4* is just that. Graphically stunning, pant soilingly tense and a plot that freshens up the Resi franchise, this is a masterpiece. In the space of 20 hours, you take in a multitude of environments and a menagerie of monsters that few other games can ever hope to match. Simply amazing."

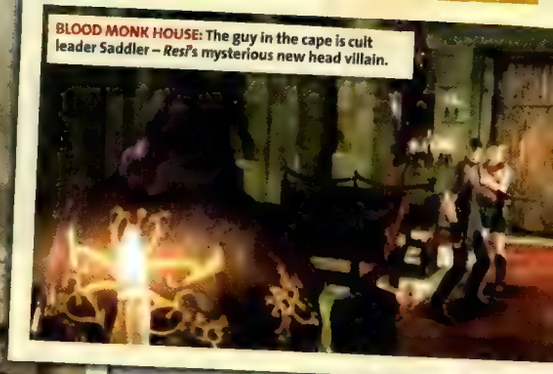
Andy Kelly
Staff writer

The *Resident Evil* series has always bee pleasantly familiar. The puzzles, items and plot always have that classic *Resi* 'vibe' and, after years of playing since first game in 1996, I've grown more a more attached to it. *Resident Evil 4* ma have taken the series in a different direction but it's still classic *Resi* at its core which, obviously, is fantastic ne I (and many other fans I've spoken t were starting to tire of the ancient pre-rendered backgrounds and heavy puzzling of yore. *Resi* is moving with the times rather than becoming victim to them which can only be a good thing. Keep 'em coming, Capcom.

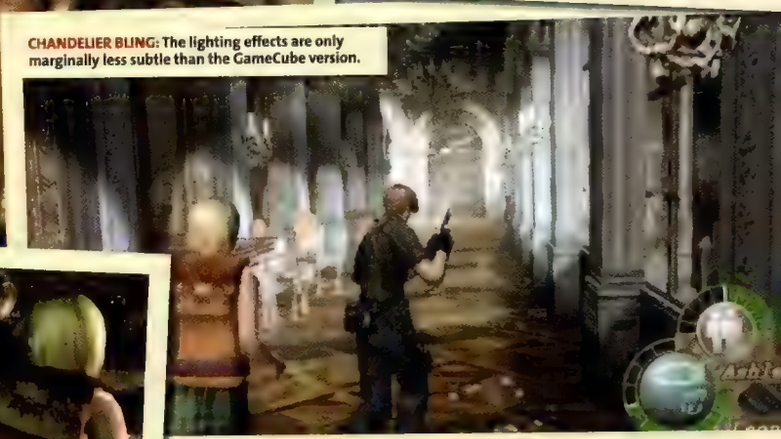
RESIDENT EVIL 4



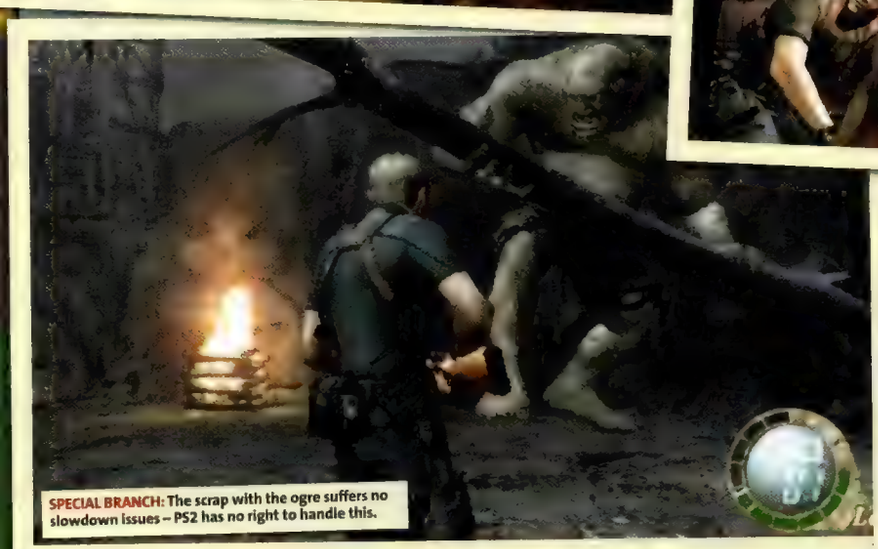
CHAINSAW MASSACRE: The sheer number of on-screen villagers is just as impressive on PS2.



BLOOD MONK HOUSE: The guy in the cape is cult leader Saddler – *Resi*'s mysterious new head villain.



CHANDELIER BLING: The lighting effects are only marginally less subtle than the GameCube version.



SPECIAL BRANCH: The scrap with the ogre suffers no slowdown issues – PS2 has no right to handle this.

SMOOTH CRIMINAL: Leon's PS2 exclusive secret outfit is clasic 1930s gangster get up – with plush silk scarf.

LEVEL 3 ACCESS – "WHAT'S THE PS2 VERSION LIKE?"

HOW DOES IT LOOK?

In public, we were confident, but in private, even the most zealous members of the PSM2 team feared PS2 couldn't handle *Resi 4* – especially after seeing GameCube ripped to its graphical limits by the sea monster battle or the lava pit fight against two hulking ogres – but, having played the PS2 version extensively, half expecting the scenery to collapse at any second, it's virtually identical. It even passes the first glimpse 'Fringe Test', since Leon's floppy hair bobs and parts just like on 'Cube.

We spent our first two hours play squirming at each potential stumbling block – the hair, the gushing translucent water under the bridge, the blur effect as you zoom in on the village, the sheer number of on-screen villagers and the sea beast battle, with its screen-high monster and awesome water effects – but PS2 passed them all with flying colours. Having seen the <spoilers ahead> epic last boss battle, the mine cart section and the spurting lava of the castle interior, we're pleased to report *Resi 4* is one of the most impressive PS2 games ever.

Being mean, you ***can*** notice discrepancies. The villagers are slightly less detailed, but only if you get up close and squint. The lighting effects aren't quite as subtle or rich, especially in regions like the stain glass hallway, with its shimmering refracted sunbeams. It's maybe a bit more washed out looking and the grenade effects may not be quite so full of particles. To be honest, it may be our memory playing tricks, or our ageing TV, but either way, it's staggering. And at full lick, it's a dead ringer for the GameCube version. Fact.

HOW DOES IT PLAY?

Once again, exactly the same – but we kept thinking we were using the GameCube pad, reaching for the giant green shoot button, and accidentally pressing ⓡ to reload as three villagers hacked at our face. Technically, the controls are the same (see the button lay out below), but if you've not played the 'Cube version, we've outlined how it feels, on a tactile and – it sounds daft, but it's true – *emotional* level, in '12 Reasons Why *Resident Evil 4* Rocks' opposite.

12 REASONS WHY RESI 4 ROCKS

1) INTELLIGENT ENEMIES
Sick of slow, shambling zombies? *Resi 4*'s villagers are like tenacious, implacable tacticians, attacking you in groups – in packs of up to 12 or more – from all directions. They'll even dodge bullets, throw dummies (like pretending to be dead then springing up, or shuffling slowly then lurching forward) and throw things. They've got unique hit zones – shoot them in the hand and they'll drop their weapon, in the thigh and they'll drop to one knee and in the head and they'll a) hold their face in temporary agony or b) explode like milkshakes. They'll even open doors, climb ladders, knock down barricades and crawl through windows. They're not *that* clever, mind – wait until a

LAVA NOT A FIGHTER: We honestly thought our PS2 might pop during this section, but it copes admirably.

villager lights a stick of dynamite, then shoot his hand. He'll drop the stick, fall over and blow himself up. Fool.

2) RELENTLESS PACE
The opening village section is brutal, with enemies pouring through windows, lining the streets and climbing ladders. And it never lets up. Even when the villagers disappear, like when you visit the merchant or reach a typewriter, its agonising, because you're only inches away from hell breaking loose – like finding an air pocket in a sunken ship. When you strip away the aesthetic fluff, it's essentially space invaders with crazed mutants. The pace is sensational, with the right sprinkling of puzzles; plus perfectly timed shifts of scenery, location, weapons, enemies and technique. One second you're sniping monks from 100 yards with delicious head shots, the next frantically dodging flaming boulders, rotating giant cranks and firing cannons at deformable scenery. Even when you play as Ashley, the pace is compelling, since she can't defend herself properly and you need to keep moving. It's almost impossible to put down the pad because you're always on the verge of seeing a new bit, uncovering a plot twist, reaching a Save point, fighting a boss or trying out a new weapon. It's one of the most relentless, ruthlessly tested, compelling games ever – and it shows.

find some ammo and delay the agony, or wait… wait… until they're all a hair's breadth away then unleash a shotgun blast, popping all their heads and earning you a full cache of health and bullets? In another scenario, with a spike trap descending from the ceiling, you need to shoot four switches to escape. The timing is split second, and as we go to shoot the final switch, a bug leaps up and spoils our aim. Do you run away? Shoot the bug and pray you've got enough time? Or just focus on the switch? We nail the bug, then switch, with two perfect shots and survive by a whisker. Perfect.

"One second you're sniping monks from 100 yards, the next dodging boulders and firing cannons"

4) GRAPHICS
It's beautiful – from the mist rolling off the sea, to the sheer scale and hulking menace of the bosses, to the incandescent lava, to the pace of the mine cart section, to the fluid animation of the villagers, to the epic panorama of the castle, to the pattern on Ashley's sweet little cardigan.

3) PERFECT BALANCE
You're only ever a bullet, footstep or fluffed shot away from improbable success or brutal failure. Surrounded by six villagers, with no health and one shotgun shell, do you run, pray you can

5) HUGE MONSTERS
Where do we start? Your encounter with the sea beast is staggering, with moments of sheer twitchy panic as your tiny boat bobs on the waves, the beast submerges and you

HEAD TO HEAD

Resi 4 on GameCube versus *Resi 4* on PS2. How do they compare? Let's find out, eh?

INTERIORS

LUIS TALK COSTS LIVES: Here's the siege scene in its original GameCube format – note the brick textures.

LEON ON ME: The furniture is slightly jaggier, but there's been no noticeable compromise in texture detail.

MONSTERS

HAZE OF THUNDER: The magma's soft heat glow is one of the standout effects in the GameCube version.

SCREAM OF THE CROP: The PS2 ogre is just as menacing – in fact, we think this screenshot looks even better.

BOSSES

FLAME ACADEMY: The epic battle with the village chief really pumps out the subtle particle effects.

FIRE AND LOATHING: Once again the PS2 version looks just as good, if not slightly better. We can't believe it.

COLOUR DEPTH

GREY PRIDE: This is GameCube's strength – it's rich differentiation and blending of similar colours.

GREY ABANDON: Er, Milf (PSM2's Art Editor)... are these shots the right way around? *Seriously*? Sheeesh.

SPECIAL EFFECTS

JET RESCUE: The GameCube version benefits from a slightly smoother look, but it's fractional.

SCORCH GUARD: The flames look a bit detached from the scenery, but once again, we're hugely impressed.

wait nervously for it to violently surface in a plume of crashing waves as you haplessly wave your tiny harpoon. The ogres are equally imposing while later bosses are simply spectacular – like the village's bearded guardian. Even smaller foes are terrifying, like the chainsaw wielding sackhead, who takes five point blank shotgun blasts to stop and can lop off your head with a single swipe – imagine the same fear you had about the Hunters in the original Resi. Then multiply it by ten.

8) SHOTGUN DECAPITATIONS
Let's not romanticise it, but is there anything better than firing a perfectly targeted shotgun blast at a pack of villagers and watching their heads pop in a shower of chutney – crowing internally as their disembodied carcasses stumble forward, shuffle to a halt, and collapse? Funny thing is, the game knows it and <spoiler ahead> throws a major spanner in the works when the Las Plagas parasites unexpectedly pop from their hosts headless neck and try to brain you with a single swipe later on. Dammit Capcom, can't we *ever* relax a little bit?

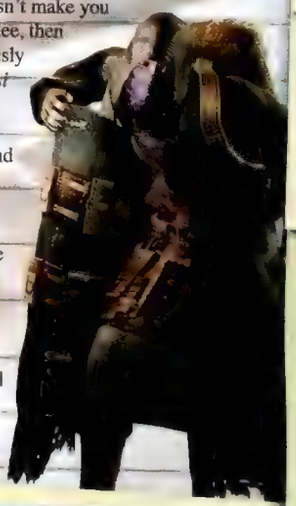
9) YOUR GUNS ARE YOUR FRIENDS
Another piece of genius design, this. Every aspect of your weapons can be upgraded by trading in Pesetas, which can be found by selling treasure (hidden in the scenery) to the merchant, or picking up cash from fallen foes. Aside from the obviously compulsive risk/reward mechanic of risking your life for extra money, there's an extensive list of upgrade options, including reload speed, firepower, weapon capacity, and rate of fire. Bottom line – you become massively attached to your personalised weapons and, while there's a big temptation to trade them in something new – like selling your maxed out handgun for a Killer 7 pistol – it's hard to let go. Your guns are your main dialogue in *Resi 4*, each deliciously unique, and honestly almost feel like your friends. Best of all, they handle just right, from the exaggerated reload and recoil of the Magnum, to the ferocity of the Shotgun and sheer speed of the Uzis.

"Your guns are unique, handle just right and, honestly, almost feel like your friends"

6) THERE ARE NO CUT-SCENES
Well, there are, but not in the passive sense – even the movie sequences require you to press buttons to avoid swinging blades, dodge bullets and duck phantom swipes. The approach is echoed in-game, with integrated, camera-flipping 'cut-scenes' where you mash ⊗ to run away from boulders, or knife-fight toe-to-toe. You can't relax for a second.

7) SHOCKS <Spoilers ahead>
Why is that bearded man holding me? What are they injecting? What happens if I look up Ashley's skirt? I'll shoot his head off and... yargh! Salazar can't be turning into... *No*! What happens when I shut off the freezer? Sniff. We wish we could wipe our brains and go back.

10) THE MERCHANT
If the very thought of mouthing "What are you buying?" and "Come back any time, stranger" in a thick west country-cum-pirate's accent every time you meet the Merchant doesn't make you prickle with glee, then you've obviously not played *Resi 4*. Art Editor Milf goes one step further, and confesses to vocally asking the merchant - who is, less we forget, a polygon porridge of pixels and not in any way real - "Why? What're you *selling*?"



11) SNIPING
Three monks. Three bullets. Three popped heads. Three hundred metres. Weapons don't come any more empowering than the Sniper Rifle.

12) SALAZAR
What is he? A baby? A man? A man baby? And why is he wearing a velvet buccaneer's outfit? Answer us that, Capcom!

PS2 EXCLUSIVE!

SEPARATE WAYS

The major PS2 exclusive extra is the five hour Ada Wong mission – separate to the Assignment Ada mission unlocked when you complete the game – and called, wait for it, Separate Ways. It's split over several levels, running parallel to the main game and explaining some minor plot points, like why the villagers flee when they hear the bell. It also develops the relationship between Luis and Ada, and explains her true motives for following Leon. The section's split over seven stages, initially treading the same turf as Leon (the village, the church and so on) but soon moving into new territory like an industrial area, and providing a new twist on the final battle with Saddler. Ada controls almost exactly the same as Leon, but moves quicker and uses a fan kick (like a 360° backflip) to disable foes up close. She's also got a grapple gun to reach area's outside Leon's reach. To be honest, the repetition of scenery means it's not quite as exclusive as we'd hoped, but at five hours long, a solid addition nonetheless. We're not allowed to talk about the plot 'revelations', but suffice to say, it's only background stuff. Ada can't upgrade her weapons like Leon, but does get near-full strength guns from the off.

LASER GUN REVEALED

PS2 EXCLUSIVE!

The PS2 version features two exclusive weapons, Leon's laser gun, and Ada's... well, we're not allowed to talk about it but it's a) suitably feminine b) massively explosive. Leon's laser gun reminds us of the laser pistols from *Halo* – charge it up and it shakes with a searing glow, before unleashing a deadly burst. The laser is, in fact, a Las Plagas burner, so it's ace for killing the Regenerators without the need for the <spoiler> infra-red scope. Leon's laser can be bought from the Merchant about two-thirds of the way into the game. See it in action below...

BEAM THERE, DOWN THAT: The laser will ice most foes first shot, but it's especially useful against the Regenerators, eliminating the need for an infra-red scope.

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"THE BLUE RIBAND OF GAMES – TEXTURELESS AND TASTELESS"
CHARLIE AND THE CHOCOLATE FACTORY PAGE 60

Reviews

PLAYED TO DESTRUCTION BY PS2 EXPERTS

FAHRENHEIT
We give this supremely strange adventure game a playthrough and decide that it's... well, you'll have to read the review to see. Go! Stop reading this!

SUPER MONKEY BALL DELUXE
It ruled on Gamecube – now it absolutely kicks monkey ass on PS2. Believe the hype – it's the best 'ball ever.

GENJI
Sony tackle *Onimusha* with their very own samurai-based action game. But can it steal the crown from Capcom's unspeakably ace actioner? Hmm..

You want more?!
Might we suggest that you direct yourself over to page 74 for a massive PSP Review Blowout. It's every launch game reviewed.

WELCOME

This month we've reviewed *every* PSP launch game. Impressed? Us too. It was only when we started compiling them that we realized just how many there are. You really are spoiled for choice and, with the likes of GTA: *Liberty City Stories* on the way, things can only get better for you and your (new, slightly overpriced, nine months late) handheld. We're feeling more upbeat already.

There are already some *essential* games out there – the joyous *Virtua Tennis*, dangerously-addictive puzzler *Lumines* and the fast, furious *Midnight Club 3* – but it doesn't end there, there's a whole world of hacking and modding available to those wishing to take things to the next level.

You basically *have* to own one and we'll make sure you make the right choice when it comes to buying games, because – despite the '2' in our name – we'll be covering *all* things PlayStation. Be it essential peripherals, how to get films on your memory stick, hacking, modding or simply reviews you're after. We're the mag for PS2, PSP *AND* PS3.

And PS2 is still going strong with the utterly sublime *Winning Eleven 9* and *Fahrenheit* delivering the goods this month. The future's bright – even if sometimes we have to wait ages for it.

AWARDS

If you see one of these fellas on a review, you know your luck is most definitely 'in'...

PSM2 BRONZE AWARD
Awarded to games that score over 70. A thoroughly enjoyable, solid game and no mistake.

PSM2 SILVER AWARD
Awarded to games that score over 80. A top quality, cracking game is guaranteed.

PSM2 GOLD AWARD
Awarded to games that score over 90. Reserved for true classics – don't expect to see many of these.

PSM2 GAME OF THE MONTH
The best game in the issue. If you're getting only one game this month, get this!

WINNING ELEVEN 9

Can the best footy game ever *really* get any better? Oh, yes...

PSM2'S SCORING SYSTEM

PSM2 is 100% editorially independent and we mark hard, but fair. We know you want buying advice you can trust and that's why when you see a game with a good score from PSM2 on the box, you can guarantee it's going to be worth the price. Marked precisely out of 100 rather than "three stars out of five", here's what those scores mean:

0-29	Shoddy nonsense. If you see a game with a score below 30, move away from the shelf.
30-49	Maybe some fun to be had but the gameplay and design are sure to be seriously flawed.
50-69	No major faults. This is fine for die-hard fans of the genre or if you spot it going cheap.
70-84	Now we're talking. An entertaining game that only just misses out on being special.
85-89	Get your wallet out! A game in this tight scoring band will be a near-classic.
90+	Unmissable. Essential. Superb. Classic. If you're a real gamer, you will need this game.

WS

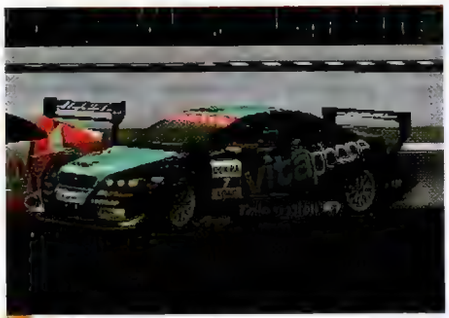
Smash entire buildings to dust with your bare fists. Why? Because this is *Ultimate Destruction*, that's why.

CHARLIE AND THE CHOCOLATE FACTORY

187: RIDE OR DIE

"WHEN YOU'RE THROWING TANKS AND HELICOPTERS, IT'S LIKE THE END OF THE WORLD"

THE INCREDIBLE HULK: ULTIMATE DESTRUCTION, PAGE 50



TOCA RACE DRIVER 2

TONY HAWK'S UNDERGROUND REMIX

PLAYING PS2 LONGER, HARDER, FASTER

DANIEL GRIFFITHS
Dan loves Mystery Hand. It pops up now and again and strokes his chin. Rumour has it that Dan also has a Mystery Hand 2. But he insists on keeping that under the desk. Strange.

DANIEL DAWKINS
Dan saved six children from a burning building this month. Only the building wasn't burning, their parents were out, it was the middle of the night and he wasn't wearing any trousers.

NATHAN IRVINE
Mystery Hand hates Nathan so much that it often holds his head prisoner while his partner in crime dials up pornographic websites. At least that's what Nathan says anyway.

ANDREW KELLY
Andy's favourite word this month is 'pamphlet', closely followed by 'cedar'. He likes the word 'pamphlet' because it sounds a bit like 'Hamlet', who was also Scottish. And gay.

DAVID COOK
Dave, obsessed with The Thing from Fantastic 4 covered himself in cornflakes and tried to tip over a desk. What an idiot. Everyone knows it only works with Golden Grahams.

JOEL SNAPE
Mystery Hand hates Joel and stabbed him up the nose with a biro. The attack didn't seem to have any effect though – Joel is still absolutely frikkin' useless.

REVIEWED THIS ISSUE

WIPEOUT PURE

GAMES

Winning Eleven 9 ..... pg46
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THE RING TWO

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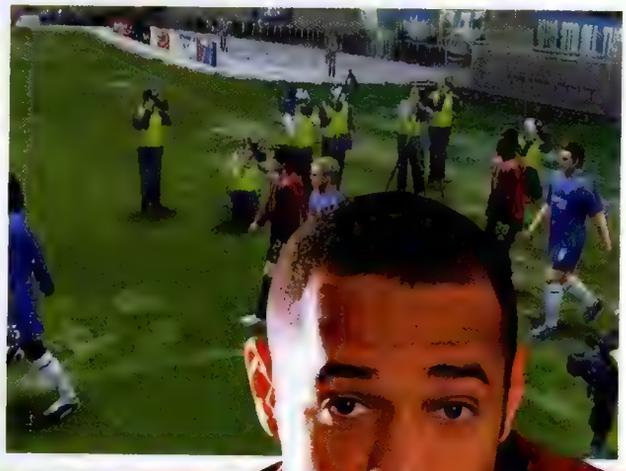
The Ring Two pg65
Cursed pg65
XXX2: The Next Level pg65
Jaws pg65
Bullet Boy pg65

THE TRUTH

Every game ever reviewed! pg90

SanDisk PSM2 use only Sandisk Memory Stick Pro Duo cards in their PSPs.

U.S.Robotics PSM2 plays online wirelessly with US Robotics hardware



The MONEY SHOT
There's nothing better than savouring a flicked shot with the outside of the boot using the incredible replay cam. No. Nothing.

"CAN'T WAIT FOR PES5? YOU DON'T HAVE TO"

WINNING ELEVEN 9

Think you're good at *PES*? Prepare to be humbled by the toughest, most rewarding, game yet.

This isn't a tweaked version of *PES4*. Your hard-earned dribble skills mean nothing. Your incisive one-twos are useless. *Winning Eleven 9* – the game that will be known as *PES5* in the UK – is hard, slow and intimidating. Being good at *PES4* is almost a handicap – in fact, it's like being the toughest kid at a rural primary school and moving to a brutal inner city comprehensive. If you start throwing your weight around, you'll be slapped to earth. But, in vintage *Winning Eleven* fashion, patience and humility bring great rewards – it's never felt so satisfying, or similar to *real* football.

The key change? Pace. It's slooow. Lazy passes trickle across the turf and the ball gets locked in heated midifeld confrontations. Holding ⊗ to tackle – a *PES4* mainstay – is completely self-defeating, since you're more likely to bundle the opposing player over and concede a free kick. The new offside rule means the ref blows up all the time and the flags are always almost late. Our first few games ended 1-0, 0-0 or 0-1, with all goals coming from mistakes or freakish incidents you'd have never seen in *PES4*. But, oddly enough, you relish the pain as the jigsaw clicks slowly into place.

Truth is, *PES4* was too easy. A skilled player could dribble around an entire team using pace merchants like Henry. Passing was too crisp – though it takes *WE9* to realise it – and even lumbering defenders could zip balls blindly around the back four. About six months in, we'd won the Master League on the 'hidden' six star difficulty

WHAT'S NEW IN WINNING ELEVEN 9?

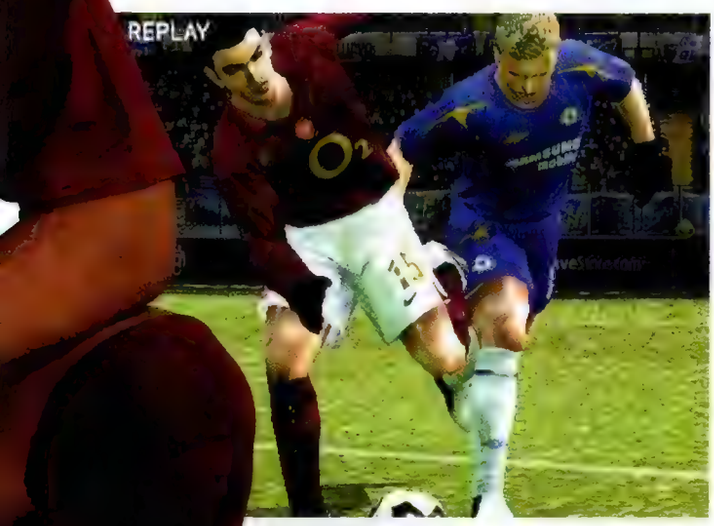
The emphasis is on careful passing, tough tackling and meaty collisions, as the sequences below demonstrate...

FIRST-TOUCH PASSING
Instead of trapping or heading the ball, defenders or midfielders are more likely to let the ball drop and hit a half-volley one-touch pass to their team mates. There are loads of new passing animations, from clumsy pushes, to delicate outside of the boot flicks and sly backheels. Through balls are deadlier, but lofted balls are more easily collected by defenders.

MOMENTUM AND COLLISIONS
As this sequence demonstrates, a tiny man like Defoe stands little chance of stealing a 50-50 ball from a giant like Lucio, getting smashed onto the floor by the towering Brazillian. There are off-the-ball collisions now, too – so don't be surprised to see your star striker miss a perfect cross because he's being nudged in the back by a giant. On the flip side, refs are whistle happy, so take care.

GOALKEEPER DISTRIBUTION
Keepers are much more realistic in *WE9*, spilling crosses, mistiming one-on-one dashes and making dramatic one-handed saves. The effect is to differentiate really top keepers from their lesser skilled peers – something missing from *PES4* – and give the game a more organic feel. It's finally possible to throw the ball to the halfway line and keep play flowing, like this...

FIRST TOUCH AND SKILLS
While it might seem like dribbling is redundant is *WE9*, it's actually easier to control the ball in a split second with key players. In this instance, Zidane controls a ball in one movement, with no loss of speed, using a neat heel turn. When receiving a pass, you can either use R2 to stop a ball dead, or R1 to take it in your stride – risky with less nimble players like Titus Bramble.



and, in truth, only ever lost games through complacency. We *needed* the wake up call. And boy, it's arrived.

On three star difficulty, it's initially almost impossible to get a shot on goal in *WE9*. The midfielders close you down too quickly, it's too easy to misplace a pass, you can't dribble lazily around defenders and the merest nudge can rock you off the ball. You need to treat it like *real* football. Possession is king. Passes need to be precise. You *must* exploit the space. You *must* play to the strengths of your key players. And you *must* track your men.

Slowly, *slowly*, it makes sense. Your old tricks aren't gone – just changed forever. While you can't just skip past players using L1 + R2 bursts, non stop R2 shuffles and Marseilles Roulettes, you can make a defender look foolish. With skilled dribblers like Christiano Ronaldo, the ◻ plus ✕ shot fake can literally make opponents fall over as they slide to block. Technical masters like Zidane can use the new drag back (R2 shuffle while holding in the opposite direction) to kill a defender on-the-spot and buy valuable seconds. The trick is not to dwell and beat him twice – just like real footy.

Momentum is crucial. Taller, heavier players will literally knock smaller players off the ball – sending them stumbling or spinning 270° (see 'What's New in *WE9*?' above). Conversely, highly skilled players like Kaka can turn heavy opponents inside out, since players skid clumsily to a halt instead of 'snapping' into place. You'll see Rio Ferdinand using his arms to climb above attackers to head the ball clear, but tricksters like Aimar exploiting the improved L1 slow dribble to turn on a sixpence and flash out a surprise shot. Strong, pacey players like Rooney, Adriano or Ronaldo can literally *barge* through opponents if they've got a head of steam up.

Upshot? *PES's* key advantage over *FIFA* has grown – players feel more unique, and handle like their real life counterparts. Beckham isn't just a weak, slow dribbler, but a pass master who can quicken play, or open defences with a single pass. Roy Keane (thanks to the new Covering Ability star) will mop up loose balls and keep play ticking. Arjen Robben can use his pace, trickery and balance to baffle defenders. Shot masters like

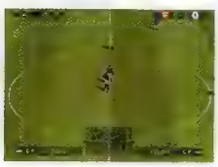
PSM2 SOCCERBALLS

The Original Team mode in Master League lets you create a side from scratch, creating club logos, kits and supporters colours. The options are staggering, with a scaled down paint tool so you can *draw* your own emblems. Otherwise, it's business as usual, with the option to sell default players and swap in good ones provided you balance the books.

WHOSE SLIDE ARE YOU ON? The licenced Adidas boots and balls are one thing, the peculiar purple PSM2 kit quite something else.

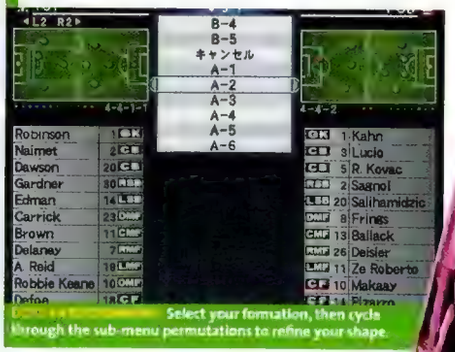
Import Reviews

PLAYED TO DESTRUCTION BY PS2 EXPERTS



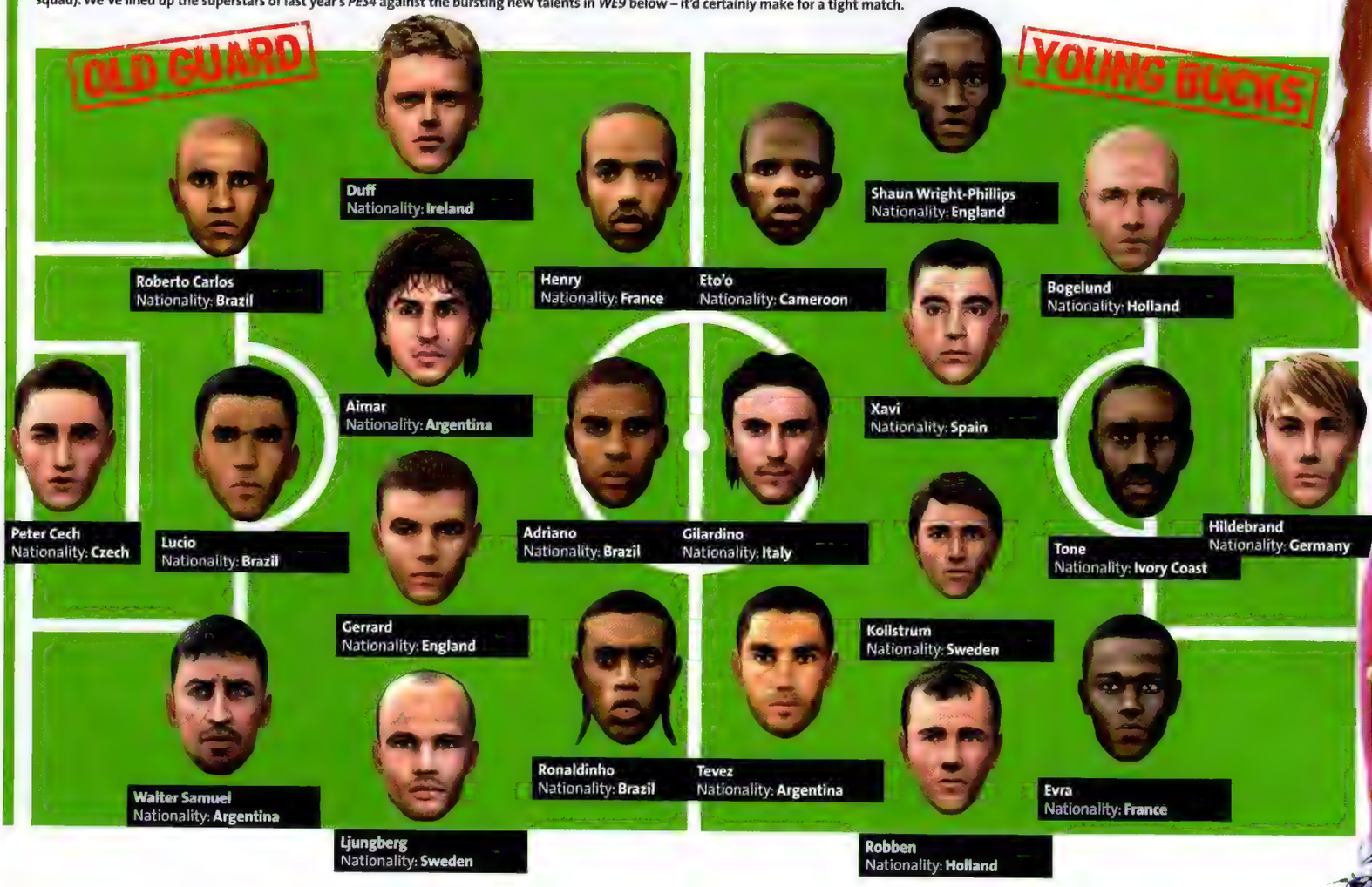
NEW TACTICS

Aside from regular 4-4-3, 4-4-2 or 3-5-2 formations, it's possible to adjust player positions automatically in a sub menu, as opposed to tweaking each player position manually. For example, the A1 formation puts your front three in an arrow shape, while A2 will place them flat, or A3 with a support striker behind the front two etc. You can also automatically sort the computer's team, as well as your own, if you think he's being a Souness and picking the wrong men. It's also useful to tweak player roles, switching OMF's to Second Striker and so on.



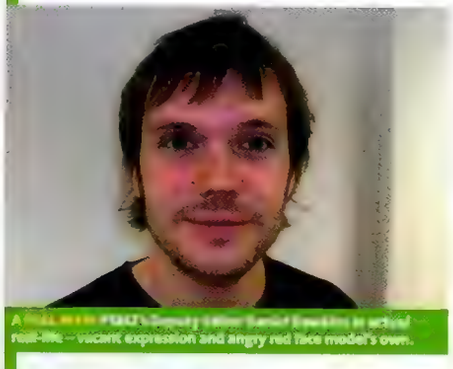
OLD GUARD VS THE SKILFUL YOUNG BUCKS

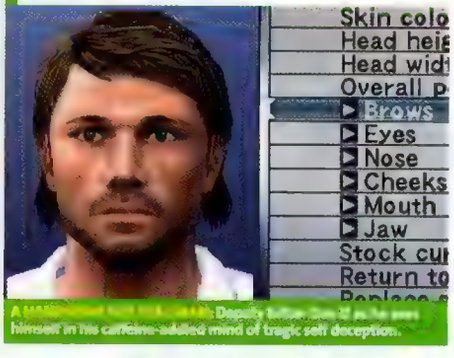
It's the same every year – some of your favourite players get a justified leap in ability (like Cech, Lampard, Robben, Christiano Ronaldo and Ibrahimovich in *WE9*) while others wave the white flag of age and start to slip away (like Costacurta, Maldini, Keane and, well, most of the Bolton squad). We've lined up the superstars of last year's *PES4* against the bursting new talents in *WE9* below – it'd certainly make for a tight match.



CAN I MAKE MYSELF?

While *FIFA*'s always offered token customisation options, *WE9*'s taken another step toward total realism, with tweakable attributes ranging from face width, length, eyebrow shape, eye angle and beard growth, plus over 100 hairstyles, with variable density and fringe modes. You can even give your players neck warmers, necklaces, friend bracelets (like those rubber Make 'insert hollow sentiment' History bands) and cycling shorts. Superb.





Lampard, Scholes and Veron have a new Middle Shooting ability star – enabling them to thunder the ball in the top corner from 40 yards, something you'd never see in *PES4*, but just like real life.

Shooting's more effective, too. It's harder to prise an opening, but star strikers like Crespo, Ronaldo and Van Nistelrooy can punch out a stinging shot with zero backlift. It's also easier to hit the ball on the turn or on the volley. In one game we scored four with Ronaldo, all from long balls, thanks to his strength at bullying defenders, allied to his clinical finishing – like Didier Drogba's goals in the Charity Shield.

It's slow *and* quick – you need to grind in midfield and pounce on split second opportunities for killer through balls, shots or skill moves. Tight games can open up in a fraction. It's easier to score free kicks – we've bagged three already with Rooney – and keepers distribute the ball more quickly, with new over arm throws.

Game modes? Similar to *PES4* – we can't test the online mode from the UK, and the PSP link up option isn't available yet. The Edit mode is insanely flexible (see 'PSM2 Soccerballs'), Training's ideal for beginners and Master League's frustratingly similar, but clarified. It's possible to search for high growth potential players, clearing up the mystery of *PES4*. The Memorial match – which keeps a track of running scores in two-player games – is welcome, but requires two memory cards.

But is it actually better? Opinions are split, but among those who've played the most – and we mean 10 hours plus – it's a 'ye-es'. You *do* relearn your tricks, gain control and adjust to the pace. The animation rarely gets tired, games are *never* the same and, should you return back to the fold for one less try, *PES4* starts to feel weirdly robotic and, well, like a scripted videogame.

As ex-US president Theodore Roosevelt claimed, "Nothing in the world is worth doing unless it means effort, pain, difficulty". *WE9* might irritate those who'd rather slump smug in their complacency, but offers far greater rewards. Every goal feels like a tiny, hard-earned, miracle. And when EA's *NFL Street 2* gives you points for *typing in your name*, there's no higher praise than that. Get back to school. You might remember the painful transition, but you'll never forget how it feels to come back out on top. **Daniel Dawkins**

■ WE9 *is available in Japan now.*

"MATCHES ARE NEVER THE SAME AND EVERY GOAL FEELS LIKE A TINY, HARD-EARNED MIRACLE."

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Skilful, deep and incredibly rewarding. – Intimidating, and the adjustment is painful.	+ Sublime animation and neat crowd effects. – Isn't a massive improvement over *PES4*.	+ Nice Samba menu music and in-game thuds. – Tunes are chintzy and commentary only OK.

LIFESPAN

Beginners may balk, but it'll take at least 10 hours to get to a decent standard – but then the rewards are limitless.

MINUTES — YEARS

IT'S BETTER THAN...
WINNING ELEVEN 8: LE

IT'S WORSE THAN...
PES4

Without the PSP link up and Network options, it's probably not worth importing – but on this evidence *PES5* is taking big steps for those bold enough to follow.

9.1

INFOSTRIP

DETAILS
Developer: Radical
Publisher: Vivendi
Players: 1
Memory Save: 356kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

QUESTION...
Is there only one Incredible Hulk or have there been others in the comics?

PUBTALK
The smart arse thing to say down the boozer.
"There have been four incarnations of The Incredible Hulk: Savage Hulk, Grey Hulk, Merged Hulk and The Maestro, who was from the future. Yes."

GAMEFAX
Action
Addictive
Violent
Sequel

TRIVBURST
- Over 30 story missions and dozens of optional side-quests
- Over 100 moves to unlock, learn and master.
- Explore massive free-roaming environments

The MON£¥ $HOT
Mastering the Hulk's punching powers and battering everything in the city. You actually feel like a superhero, which is, you know, rather cool.

AERIAL ASSAULT

You *can* storm around the streets causing as much trouble as you like, but keep at it for long enough and various organisations start to come after you including the army and the police. It starts off with the odd tank and some ground units, but soon you find yourself being pursued relentlessly by flying anti-Hulk mechs, mobile missile launchers and hundreds of soldiers. You can reduce your threat level by running away and hiding somewhere – if you're some sort of girl – or, alternatively, you can smash them about until they give up. The choice, as they might have said on a particularly unusual Hulk-based edition of Blind Date, is yours.

AIR TODAY, GONE TOMORROW: Grab tanks by the barrel and throw them around or, alternatively, crash down on them.

"THE NOT-SO JOLLY GREEN GIANT"

THE INCREDIBLE HULK
ULTIMATE DESTRUCTION

The closest you'll get to actually being the Hulk short of eating a gamma ray pie. Or painting yourself green.

A developer could spend a small lifetime weaving an intricate, complex storyline around the most photorealistic environments and lifelike characters imaginable, but the truth is that most gamers are happy to just crash around smashing things to pieces. Why watch Newsnight Review when The World's Sexiest Police Chases is on the other channel? *The Incredible Hulk* isn't setting benchmarks or raising bars but it *is* a smashed-up-truckload of joyous low-brow fun – the gaming equivalent of popping bubblewrap or watching Celebrity Love Island.

Why's it so good? Because it makes you feel powerful. Amble down a busy street and cars skid off the road, people scurry away screaming and your immense green feet leave cracks in the pavement. That's you just *walking* – when things kick off and you're picking up tanks and throwing them at helicopters, it's like the end of the world. This is no mere approximation of The Hulk's abilities like his enjoyable, but ultimately disappointing, last game. Flames, rubble and bodies fly everywhere.

His powers are amazing. You can pick up a car, snap it in two and use each half as a pair of gauntlets, you can slide through the streets on the back of a bus and level entire buildings with your fists. Better yet, destroying objects gives you smash points which can then be traded at Bruce Banner's hideout for even more attacks, including a punt kick (gently chip cars and other heavy objects into the air with your big green toe), the ability to use round things as chaos-causing bowling balls and dozens more. By the end of the game The Hulk is damn-near unstoppable.

TOP 5 GREEN THINGS

- Peas
- Granny Smith Apples
- Vomit (sometimes)
- The Jolly Green Giant
- Gangrene

GAMEPIE

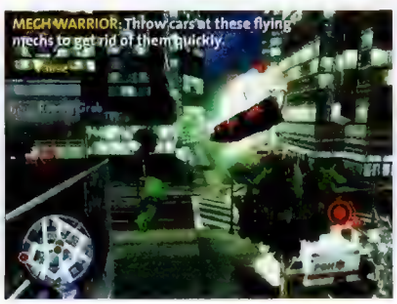
40% Bouncing
30% Smashing
10% Throwing.
10% Kicking
10% Punching

ANSWER

For a brief spell there was a 'She-Hulk' character who was basically a sexy green lady with exceptional strength.

ABOMINABLE SNOWMAN: This is Abomination, The Hulk's nemesis.

CAR LOT CHURCH: Protect Bruce's town and church from these marauding mechs.



MECH WARRIOR: Throw cars at these flying mechs to get rid of them quickly.

JET CEMETARY: You can pluck these fighter jets from the air and rip them to pieces.

BOSS FOR IT

The missions in *Hulk* are often infuriatingly hard, but some of the bosses drove us mental – specifically Mercy, a floating woman with telekinetic powers. It's so rock – even on easy – that it had us swearing and weeping into our knees. If you thrive on being challenged (i.e. ridiculous, unyielding difficulty) then you'll be reeling, but for the rest of us who play games to be entertained, it's little more than a stressful chore. And no, we aren't crap at games – it's bloody *nails*, all right?

MERCY ME: Mercy is relentless and she teleports away from your attacks. This made us (and The Hulk) very, very angry.

THE FINAL COUNTDOWN: Here's the last boss, Abomination. He's hard and it took us ages to defeat the bugger. But we did.

you lack sufficient smash points to buy some of the more expensive special attacks.

Boss battles are also a joy, being scraps with gargantuan enemies including flying, missile-lobbing mechs. This is where *Hulk*'s helpful targeting system comes in handy, letting you lock-on specific areas of an enemy. Hold R1 and flick between targets using the right stick. Simple and reliable, which is more than can be said for most third-person games, even the mighty *San Andreas*.

In all honesty, the only thing really wrong with *Ultimate Destruction* is simply that, when it comes down to it, it's yet another third-person, *GTA*-inspired action/adventure. There's no real progression, no major surprises – just a good, strong exercise in pure, unadulterated entertainment. It's easily one of the best superhero games and, although it might frustrate from time to time, it's wonderfully-designed, gorgeous-looking and utterly compelling to play. Which is all that really matters, right? **Andy Kelly**

■ Hulk *it up from September 30th.*

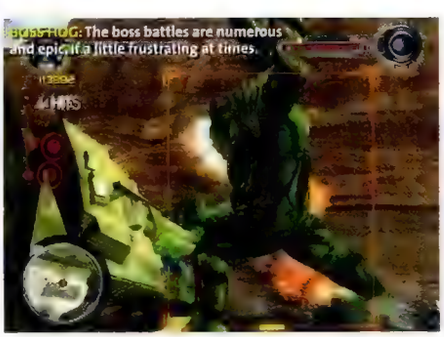
"LEAP MILES INTO THE AIR AND CHAIN-JUMP ALL AROUND THE CITY"

The biggest surprise, however, is how gracefully The Hulk moves. He has all the speed and agility of Spider-Man, albeit in a different, more destructive, way. Thanks to his extra-strong legs, he can leap miles into the air and, by charging up and timing it properly, you can 'chain jump' and soar across the city as easily as in *Spider-Man 2*. He can climb or run up walls too by pressing ◎ and R1 respectively, not to mention dashing through the air to change direction mid-jump and careering downwards, fist primed for an almighty, earth-shattering crash.

The missions themselves take place within two immense environments – the city and the badlands. The city is, predictably, a sprawling metropolis with towering skycrapers and busy streets full of cars and civilians while the badlands is a vast expanse of desert that contains a heavily-guarded military base and a small backwater town. Both play host to story and optional side-missions that you pick up by walking into spinning markers scattered around the area.

Between missions you have free reign to do whatever you like, which is ample opportunity to collect smash points. The optional challenge missions vary between rescuing people from burning buildings, racing across the city as quickly as possible and destroying swathes of enemies before a timer runs out. Standard fare, but ideal if

DIE ROBOT: The Titan robots take a beating. Latch onto their heads and punch them.



BOSS HOG: The boss battles are numerous and epic, if a little frustrating at times.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Fast-paced, addictive and superbly-designed. – Can be excruciatingly difficult at times.	+ Amazing effects and big, detailed environments. – A bit low-res, but when you consider its size...	+ Explosions, crumbling scenery and grunting. – It isn't spectacular – just perfectly satisfactory.

LIFESPAN

There are dozens of side-quests to complete. If you want to unlock all of Hulk's moves you'll have to go through them all..

MINUTES ——— YEARS

IT'S BETTER THAN...
FANTASTIC 4

IT'S WORSE THAN...
SPIDER-MAN 2

Almost the best superhero game on PS2, but let down by the fact that – when you get down to it – we've seen it all before. Still, you should definitely give it a shot.

88

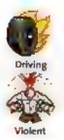
INFOSTRIP

DETAILS
Developer: Ubisoft
Publisher: Ubisoft
Players: 1-2
Memory Save: 105kb
Widescreen: No
50-60Hz: Yes
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer
"Did you know that 187 – as in PlayStation 2 game, *187: Ride or Die* – is the police radio code for a homicide? Oh, you did. Fine."

GAMEPIE
40% Driving
10% Shooting
10% 'Homie' speak.
20% Great handling
20% Mild indifference

GAMEFAX



TRIVBURST
- *187* features acting talent from Menace II Society and Training Day.
- It has a hip-hop soundtrack created exclusively for the game. Imagine that!

The MON£Y $HOT
This, essentially, is *187*: fast cars, guns, explosions, bullets and a bar telling you you've buggered up your ride. It's pretty decent fun.
5 POS /6
LAP 1/3
PSM2 BRONZE AWARD

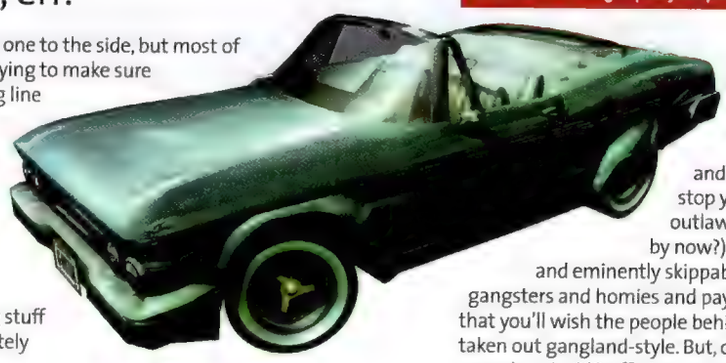
"RIDE OR DIE? I'LL RIDE THEN, I RECKON"

187 RIDE OR DIE

OK, it's yet another car combat game, but... erm. Hey, look! It's another car combat game! Wow, eh?

As preposterous and well-worn as the concept is, there's nothing really *wrong* with *187*. Technically, it's actually quite impressive. It handles nicely, it rattles along at a pace and the hours it sucks from your life aren't hours you feel it owes you back. But – and here's the thing – at no point do you really feel as if you're enjoying yourself. You won't feel exhilarated, you won't feel excited, you won't even feel angry or frustrated – you'll just disappear into a grey middle ground of forgettable respectability. *187 Ride Or Die*, essentially, is gaming purgatory.

Marrying *San Andreas*' drive-by's with *Twisted Metal*'s lead-spewing car combat, *187* doesn't really know what it wants to be. While you're encouraged to collect bullets and new weapons, and blow competition cars to pieces as you belt around city-based race tracks, the only thing that really matters is finishing first – because that's the only way you can progress. Because of this, races have a tendency to descend into just that: races. You spray a few rounds at the vehicle in front or the one behind or the one to the side, but most of the time you're just trying to make sure you cross the finishing line before anyone else so you don't have to replay the same bloody track again. The result of this is that a major part of the make-up of the game – weapons, shooting and blowing stuff up – becomes completely redundant.



This would be more of a problem in a game that was a mess, or had lots of potential going begging, but because *187* occupies a time-passing middle ground, it's hard to feel strongly either way. It feels solid, it handles nicely (and, to be fair, it handles very, *very* nicely – it's tight to corners, it's got a cracking handbrake turn, and the vehicles really stick to the road), so the fact that it's majorly unbalanced isn't as offensive as it might be in other games of this type.

There are a few things that induce a kind of half-hearted rage, one being trees and lamp posts that stop you dead (surely outlawed in racing games by now?) and a silly, familiar and eminently skippable storyline about gangsters and homies and payback and 'rides', that you'll wish the people behind it could be taken out gangland-style. But, otherwise, *187* squeals onto PS2 offering 40 quid's worth of flawed but pretty decent racing, with a side order of shooting that you could remove and no-one would even notice. **Tim Weaver**

■ *187 Ride Or Die is out on August 26th.*

MULTIMAPPED

The multiplayer options are extensive, including straight two-player face-off's and arena-based combat on specially created deathmatch maps. The deathmatches are easy to navigate, though tend to be a little on the large side meaning CPU-controlled opponents are a must. The online mode is where the game scores points, though, continuing Ubisoft's tradition of catering for internet players. Of course, playing online means playing faceless jabbering fools, something we're not sure caters to *187*'s strengths – you'll enjoy it more with your adversary sitting right next to you.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Top notch handling. Fast, solid and violent. – The over-reliance on having to finish first.	+ Smooth and impressive. Tidy cut scenes. – Sometimes obstructions merge into the	+ Hip-hop beats. 'Street' speak. – It's trying a little to hard at times, homes.

LIFESPAN
Big – and actually pretty hard – plus a decent, if slightly soulless, multiplayer and tonnes of unlocakables.

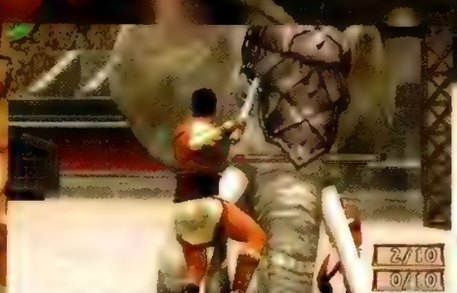
MINUTES ... YEARS

IT'S BETTER THAN...
TWISTED METAL

IT'S WORSE THAN...
GTA: SAN ANDREAS

Despite the drive-by's and gangster speak, *187* is really a straightforward racing game. Fun – but by no-means earth-shattering – multiplayer action.

72



FIGHT TO LIVE.

Fight to the death via six different modes - Survival, Battle Royal, Duel, Team Battle, Hunting and Mock Battles.

Fight through 360° - attack, parry, dodge and execute your opponent, but never surrender.

LIVE TO FIGHT.

Create your own gladiator based on birthplace, philosophy and beliefs.

Dress to kill - buy and sell weapons, shields and body armour or snatch them while in combat.

An Action RPG out on 9th September 2005

16+ TM

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PlayStation.2

INFOSTRIP

DETAILS
Developer: Sega
Publisher: Sega
Players: 1-4
Memory Save: 356kb
Widescreen: No
50-60Hz: Yes
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer
"One of the monkeys in *SMB* is voiced by actress Rio Natsuki who also played the sultry Lulu in *Final Fantasy X*. Am I not brilliant?"

GAMEPIE
40% Balls
30% Monkeys
20% Ramps
10% Falling

GAMEFAX
Addictive
Original
Hard
Stupid

TRIVBURST
- 300 increasingly-difficult levels to test you.
- Combines *Super Monkey Balls* 1 and 2.
- Four different monkeys to choose from.
- 12 party games.

The MON£¥ $HOT
The entire landscape tilts around your ball. Just sit and think about how difficult that must be. Thought about it? Good. Now go and buy this.

"PRIME PRIMATES"

SUPER MONKEY BALL DELUXE

Take it from us. This is exactly what happens when you trap a monkey in a ball. Um...

As far as puzzle games go there's nothing quite like *Super Monkey Ball*. It might be a near-direct copy of ancient classic *Marble Madness*, but instead of an unthinking emotionless orb you're a funny little monkey in a perspex sphere, which just makes it better. Oh, and instead of controlling the ball you control the level itself which is both massively complicated and a stroke of genius. It's like one of those plastic maze games where you have to guide a ball-bearing through a twisting plastic labyrinth. Only better and more expensive. And you actually *feel* like a monkey trapped in a ball.

SMB first appeared on the GameCube ages ago, so has the wait been worth it? Well yeah, because it's bigger. In fact, it's the first *SMB* combined with *SMB2* and topped off with loads of new levels and an 'Ultimate' mode that ties them together in a way that makes sense, as opposed to the GC version's confusing front-end.

All good news then, and it still looks bloody marvellous. It's all sparkly and colourful and arcade-like, which is a welcome change from the piss-stained urban ghettos we seem to spend most of our time trawling through these days. The music is irritating, though. It's too loud and hyper. Like eating four bags of sugar and listening to the combined sound of a thousand amusement arcades at once. Mind you this is the only aspect that hampered our ape-nudging.

Shamefully, Sega have left the preposterous 'plot' from *SMB2* intact. Do yourself a favour – skip the cut-scenes. For one, do you really need to know *why* you're pushing an ape in a globe down a rollercoaster? Secondly, it's terrible. So terrible that we can't even bring ourselves to recount it.

Still, those are the only dark spots. Even the minigames are unspeakably ace. Monkey Tennis (Alan Partridge, anyone?), Monkey Soccer, Monkey Target and the numerous others are all great multi-play fodder and a nice diversion from the regular chimp-shovin'. It's a package brimming with stuff to do and unlock. Unlike the previous two GC incarnations, it feels like value for money, so do yourself a favour and get it in. **Andy Kelly**

■ Monkey *around from September 9th.*

NOT-SO-MINIGAMES

There are 12 fantastic minigames in *Super Monkey Ball* and they are as follows; Monkey Race (racing, natch), Monkey Fight (Boxing), Monkey Target (Like *Pilot Wings* on SNES), Monkey Bowling, Monkey Golf (only you are the ball), Monkey Billiards, Monkey Tennis (the best one), Monkey Baseball, Monkey Soccer (a bit shit), Monkey Dogfight (Like WWII... with chimps!), Monkey Shot (an on-rails FPS thing) and Monkey Boat (a river rapids racer). And they're all multi-player. Amazing.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Simple and accessible. Anyone can play it. – Can be frustrating if you're rubbish.	+ Fat, chunky and colourful. Very 'arcadey'. – Looks like a kid's game. But does that matter?	+ Does the job. Lots of squealing. – Utterly repellent music. Stop! Our ears! Arrgh!

LIFESPAN
300 levels, man – that's loads. You'll be chipping away at the unlockables for ages. Then there are the multi-player possibilities.
MINUTES — YEARS

IT'S BETTER THAN...
EGGO MANIA
IT'S WORSE THAN...
REAL MONKEYS

A quirky, enjoyable puzzle-'em-up that's full of stuff to do and unlock. You could call it hard and frustrating, but we call it *challenging*. So there.

83

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INFOSTRIP

DETAILS
Developer: Quantic Dream
Publisher: Atari
Players: 1
Memory Save: 180kb
Widescreen: Yes
50-60Hz: Yes
Surround Sound: Yes

QUESTION...
What has the game name been changed to for the US audience, and why?

PUBTALK
The smart arse thing to say down the boozer.
"Fahrenheit has been usurped by scientific temperature Kelvin, since zero Kelvin is the coldest temperature thought to exist in the universe."

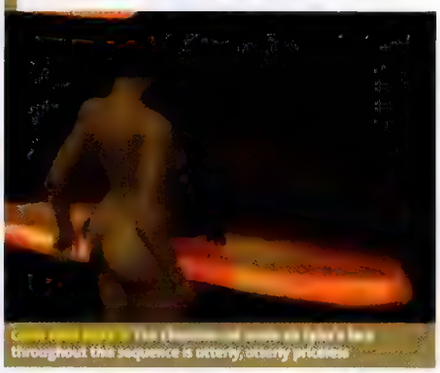
GAMEFAX
Action
Violent
Hard
Original

TRIVBURST
- Supernatural adventure with added drama/horror
- Brand new control system that tries to recreate limb movements on the joypad
- Multiple story paths, with major differences in each.

The MON£Y $HOT
The action sequences are a nod to those impatient people who usually find adventure gaming a turn-off. Trust us, adrenaline pumping thrill rides like this do the trick...

PEEP SHOW

By finding hidden tokens – usually by wandering off the beaten track or being sure to check every cupboard – you can unlock bonus content, from concept art to refrains from the soundtrack. Best of all, though, you can unlock some specially created videos that show off the more light-hearted side of the development team. Our favourite by far, though, is the girlfriend of copper Tyler dancing for his viewing pleasure in the glorious buff! Aroused by digital fantasies though we aren't, it's hard to deny the comedy of this polygonal perversion.

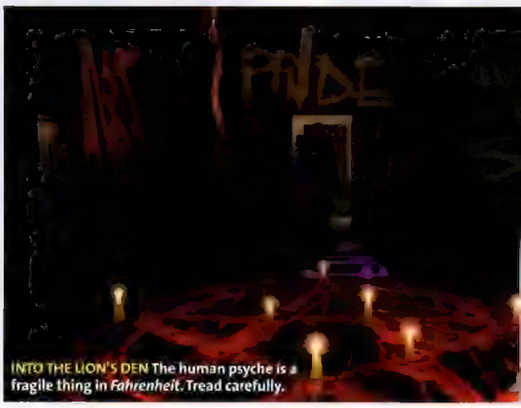


Come and have a look at the thermometer scene we have a laugh throughout this sequence is utterly, utterly priceless

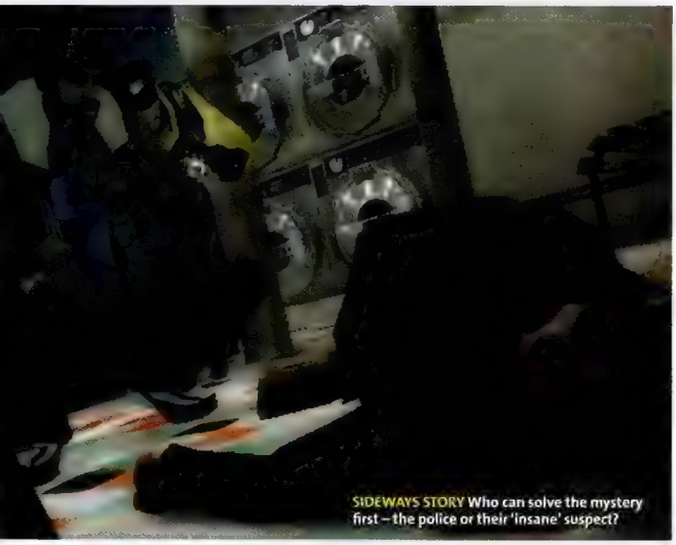
"TURN UP THE TEMPERATURE"

FAHRENHEIT

Hate adventure games? You're about to start loving them.



INTO THE LION'S DEN The human psyche is a fragile thing in *Fahrenheit*. Tread carefully.



SIDEWAYS STORY Who can solve the mystery first – the police or their 'insane' suspect?

It wants to be different, that much is clear from the off. From the widescreen presentation of each scene to the smartass split screen cameras, *Fahrenheit* sets its agenda with astounding production values. What starts as a seemingly psychotic-homicide (committed by main character and loner Lucas Kane) quickly evolves into an well paced tale, mixing gameplay driven character background studies with 'innovative' action sequences.

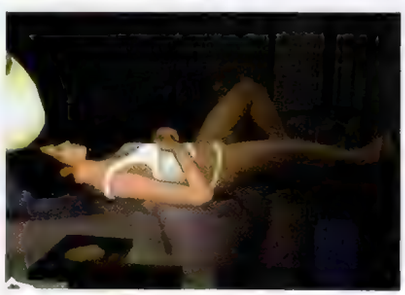
Sounds poncey? Yes, it is. Not once were we asked if we'd like to "take the shotgun?" or "use the switch?" It's a beautifully told story, and with more turns than the Nuburgring, it'll be etched into your memory for years. We can't say more without dropping some huge spoilers. Yes. It's that good.

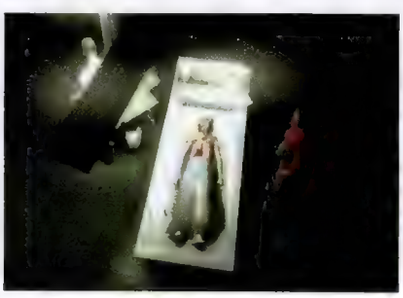
Your initial goal, it transpires, is to help Lucas prove his innocence. While in the broadest of senses this involves (*occasionally* clunky) point-and-click style investigation, *Fahrenheit* gives you the chance to play through scenes with it's amazing 'use the sticks to do things' control system. It sounds like a minor point but by being actually able to 'sweep', 'open', 'push', 'swim' and so on, the game becomes much more immersive.

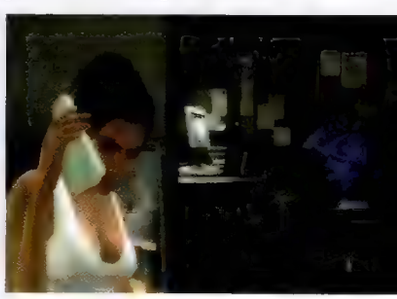
Examples? You wake up on the morning after the murder and you must wash and get ready for work. Acceptance of such day-to-day mediocrity makes it all the more nerve shattering when a policeman knocks at the door, leaving you with only moments to hide the bloody evidence littered around. When was the last time a game threw a curveball like that at you?

Further variety comes in the form of bemani-style action games, (see 'stick-shifting'). They work well, but you'd better be prepared for arthritic thumbs from all the pad-mashing. A game that requires brains *and* stick skills. Rare.

It's an unusual gameplay formula that works pleasingly well, alternating between the dramatic and the tranquil, the eerie and the normal with surprising deftness. There are of course a couple of lapses, though, the worst being a bookstore







TOP 5 LUCAS'S

- George Lucas
- Matt Lucas
- Lucas Who's Talking Too
- The Lucas Of Love
- Stop, Lucas and Listen

GAMEPIE

50% Being puzzled.
35% Playing funky action sequences.
10% Getting frustrated at lulls in play.
5% Knackering your finger joints.

ANSWER

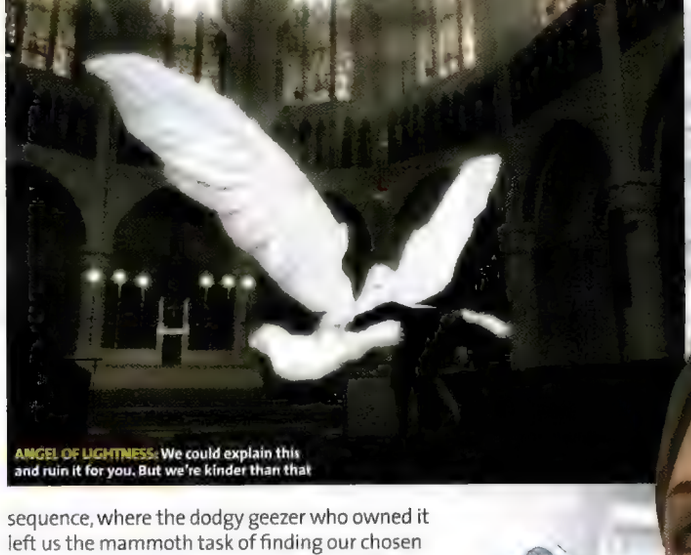
The Indigo Prophecy. Apparently, it's because the yanks are hung up on the word 'fahrenheit' thanks to Michael Moore's press-baiting flick, Fahrenheit 9/11.

DEBUGGING: Is it real or are these alien creatures in Lucas's head. You're going to have to play to find out.

STICK SHIFTING

The analogue sticks are used to great effect in *Fahrenheit*, along with superb animation to create the impression of greater control over your on screen persona. In their best form, these stick nudges form part of a reaction-time button-pushing combos that allow you to 'take part' in tremendous action sequences, from bullet dodging escapes to a boxing training session. It's a welcome innovation that means that you always need to be ready for an action sequence at a moments notice. Clever.

[illegible]: These two subtly visible circles direct your analogue presses, letting you take part in cut-scenes



ANGEL OF LIGHTNESS: We could explain this and ruin it for you. But we're kinder than that

sequence, where the dodgy geezer who owned it left us the mammoth task of finding our chosen tome ourselves. This takes ages, with no hints. That's more cheek than Stringfellows.

We can't stress enough how integrated the gameplay and plot are – it's far beyond anything else. Another example? It's late at night, and Lucas's guest – an ex-girlfriend – is reluctant to leave. When the option to say goodnight or lunge in for some tonsil tennis pops up, we go for the latter. Obviously.

It all goes smoochingly for about three seconds, before she leaves in an uncomfortable trail of muttered apologies. No big deal, you think, but then watch in horror as the game-calculated mental meter of the already-unhinged Kane plummets from severely unhinged to borderline suicidal. It's a real wake up call. You suddenly grasp what is happening – you can mess with these guys on a *whim*. We almost drove him to suicide – it's possible – just to see what might happen.

Suddenly you're thinking twice about the laws of cause and effect in the gameworld, making the story that you allow to unfold – because it's that heavily under your control – that much more compelling. With the chance to control three further key characters in the game – including the police officers hunting for Kane – you soon realise that your goal is not to save Kane, but to find the truth about the seemingly demonic murder without accidentally ruining someone's life.

PSM2 SILVER AWARD

It almost goes without saying that everything looks brilliant. There's a huge world to pad around and, while you're aware of the boundaries (you're on a pretty tightly scripted corridor of action all the time) you're so involved and able to do pretty much anything (and screw with the plot and action as a result) that you never feel hemmed in. There are some superb moments of horror too, that easily stand up to *Silent Hill 2*'s nightmares – on those rare occasions when this game did go for shocks, it scared the living shit-rocks out of us.

Fahrenheit is unique, and only the fact that it won't be every player's idea of fun (walking, listening, talking, mashing sticks...) holds it back. But to pass up on such a powerful experience based on preconceptions of 'boring adventure games' would be a very big mistake. **Duncan Leigh**

■ *Fahrenheit is out on September 9th.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Drama plus water-tight scene planning equals gaming greatness. – Occasionally aimless.	+ Spectacularly gorgeous. – A couple of exaggerated facial expressions are as bad as it gets.	+ Good acting, great effects, excellent score. – Although not all the acting is great.

LIFESPAN

Around 20 hours, but nearly all of it is pretty much sublime. Replay value is also pretty big, as you can go back and try new things.

MINUTES — YEARS

IT'S BETTER THAN...
BROKEN SWORD III

IT'S WORSE THAN...
SILENT HILL 2

Once it draws you in, you'll know you've struck gaming gold. Our advice? Don't let anything stop you from experiencing the freshest gaming proposition in months.

87

INFOSTRIP

DETAILS
Developer: High Voltage
Publisher: Take-Two
Players: 1
Memory Save: 52kb
Widescreen: No
50-60Hz: No
Surround Sound: No

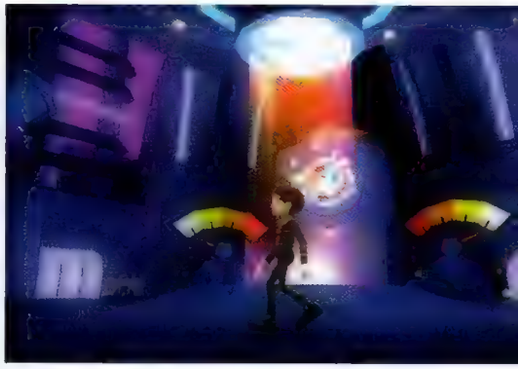
PUBTALK
The smart arse thing to say down the boozer
"Charlie author Roald Dahl is the grandfather of once-curvy-now-overly-thin-and-much-less-attractive supermodel, Sophie Dahl."

GAMEPIE
40% Anger
40% Boredom
10% Wondering why the plot is barely similar to the book
10% Craving chocolate

GAMEFAX
Platformer
For Kiddies
Stupid
Shit

TRIVBURST
- Use the Oompa Loompas to help out in your tasks.
- Different sweets give the player new skills like, er, turning robots into balls of vines. Yes. Vines.

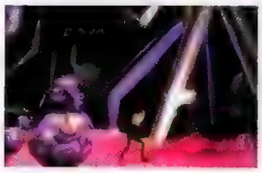
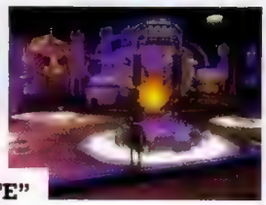
The MON£Y $HOT
Here's Charlie sliding down the street on a bin lid, chasing the ten dollar note he needs to buy a Wonka bar. This bit looks quite nice. But is still crap.



WOOLLY LOOMPAS

'Assisting' Charlie are the Oompa Loompas. Pretty much your first job in every level will be to locate them and get them to follow you, at which point they'll all get stuck behind bits of scenery. Then you can order them to collect sweets from trees, fix machinery, fill boxes and so on. Dealing with them is nothing more than a chore, frankly, but watching them suffer under the control of the game's lunatic AI is hilarious so it's not all bad.

USELESS LOOMPAS: The Oompa-Loompas do everything you ask. Except, sadly, kill themselves and each other.

"DEATH BY CHOCOLATE"

CHARLIE AND THE CHOCOLATE FACTORY

A magical, wonderful journey... turned into something that makes you want to stab yourself in the eyes.

The point of making a kid's game, you would think, is to make something easy, straightforward and fun, like *Tak 2* or even, to a point, *Madagascar*. What *Charlie And The Chocolate Unsatisfactory* – a ha-ha ho – presents the player with, however, is something that's quite simple in scope yet, through insanely intrusive technical problems, can sometimes be on the Jean-Claude Van Damme dressed in diamonds level of hardness.

So, as Charlie, you jump about the factory with the aim of rescuing Augustus, Violet and the others, attempting to ignore the frankly pathetic camera which judders all over the place and will, without fail, present you with the worst angle possible, leading you to fall right back to the bottom of the giant plant (or whatever) you've spent the last six aeons climbing. This platforming 'fun' is interspersed with tasks such as using the big catapults to bounce sweets into the sorting machine – don't ask – which are made overly difficult by never being explained properly. At no point, for instance, does the game tell you what the catapults are for, nor tell you that some catapults can be moved and some can't, what the broken machines scattered about should do or where you should be aiming the sweets. This is a game for small children, remember? A little more 'EA idiot-proofing' is needed.

Then there's the bit where you have to lure some robots onto a trapdoor with snake-shaped confectionary. Fine, but if you drop 'em they wriggle back to you. There's a ridge around the edge of the trapdoor to stop them so they just become wedged next to it. Result? The robots simply stand on the ridge, suck up the sweets and bugger off unharmed. Aaaaargh. Even when they do take the drop they re-appear and blow up in mid-air – *in front of Charlie's face*, causing him to take damage and die. Except he doesn't die, this being a kids' game. Rather, he just slumps forward and sighs like a sleeping old man.

Last month, we didn't especially like *Madagascar* (56%) but conceded that a child might enjoy it. However, no child will ever enjoy playing *Charlie* as it never, at any point, even comes close to being fun. Read the book instead, it's much more enjoyable. And further marks off for the way they've made Jonny Depp look like a ladyboy. **David Cook**

■ *You could buy this now, but don't.*

PROPER CHARLIE: Look at Charlie's jumper! We know he's poor, but orange and grey? Ugh.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+Erm... [Silence. Tumbleweed skitters past. Wolves howl.] – Without merit.	+ Well, it's colourful. – But looks like something PSone could do in its sleep, and probably did.	+ It's voiced by the kid who plays Charlie. – It's not voiced by Jonny Depp, however.

LIFESPAN
Reasonably sized, but given how utterly tedious it is, playing for too long would make your brains fall out of your nostrils. Best not, eh?
MINUTES — YEARS

IT'S BETTER THAN... DONALD DUCK
IT'S WORSE THAN... THE INCREDIBLES

Charlie is the Blue Riband of games – textureless, tasteless and aimed at gullible children. Go play *Jak* or *Ratchet* instead. They're infinitely tastier.

3.1

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DYNASTY WARRIORS 5
Coming Summer 2005
12+
www.pegi.info
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DOLBY PRO LOGIC II
PlayStation 2

INFOSTRIP DETAILS
Developer:
Publisher:
Players:
Memory Save:
Widescreen:
50-60Hz: No
Surround Sound:

GAMEFAX

TRIVBURST
- Two characters with
- Combine moves with
- Control Genji's
- Upgrade your

The MON£¥ $HOT
Keep a Mind's Eye combo going and you can swiftly tear through swathes of enemies. It makes you feel like the king of videogames.

PSM2 SILVER AWARD

"ALMOST PEERLESS SWORD SLASHING"

GENJI

Samurai slash-'em-ups are a dime a dozen these days, but *Genji* is just a little bit more special than you're used to...

Genji's combat system is really satisfying. It's a bit like *Onimusha*'s only <gasp> better. The animation is smooth – reminiscent of the swirling fight scenes from Crouching Tiger, Hidden Dragon – and the rhythm-based combos (which smack of *Onimusha 3*'s 'Issen' attacks) are compelling. When your 'Kamui' meter is full, tap L1 and the screen is washed in blue light. During this, pressing ⊡ as an enemy attacks performs an instant kill. Keep the rhythm going and you can wipe out swarms of goons, swiftly slipping between them and looking for all the world like the greatest gamer who ever lived.

Genji also similar to *Onimusha 3* in that you control two characters – the nimble dual-sword-wielding Yoshitsune and the burly Benkei whose weapon of choice is... well, a huge lump of wood. Yoshitsune's fighting style is precise and graceful whereas the warrior monk Benkei uses brute force to batter enemies. Fighting is disarmingly simple – ⊡ performs basic physical attacks, Ⓐ sets free a special strike (Yoshitsune lunges forward with his swords, Benkei spins his 'stick' around rapidly) and holding down L1 lets you block and dodge. It's all about the timing – you have to learn the enemies' movements before attacking.

Progression through the game itself is distinctly linear. A map serves as the 'hub' and you can freely hop between levels, but you can only get further through the main story by going wherever the game tells you, indicated by an exclamation mark. The environments range from lush countryside and temples to castles and a town, and it all looks beautiful. The sound's fantastic too, being a blend of traditional Japanese music and soothing ambient background noise. When you aren't fighting, *Genji* is oddly peaceful.

It's a shame then that it suffers from the same kind of repetition that plagued both *Onimusha 3* and *Devil May Cry* – enemies respawn, so backtracking can become frustrating. And believe us you'll be backtracking a *lot* to solve puzzles and find hidden items. But we won't hold that against it. For the most part, *Genji* is an enjoyable fight-'n'-explore-'em-up that takes elements of numerous games, fuses them together and excels on almost every level. Just don't expect it to change the way you think about games or anything. **Andy Kelly**
Import Genji *now, or buy it here from November.*

MENU AT WORK

After an hour of ploughing through reams of Japanese text and a lot of trial and error, we managed to suss out most of *Genji*'s character customization and menu system. Throughout the game you pick up stat-adjusting items (strength potions and so on) and you can bind them to a direction on the D-pad. During battle, tap the corresponding button and your skills are increased for a minute or so. You can also equip new weapons and armour that have both positive and negative effects on your character, which lends the game a strategic edge. You can also use other simple items like herbs for health (original!) and magic-replenishing scrolls.

STATS MAGIC: Tap the d-pad and your stats will increase for a small period of time. Here's a strength powerup in all its glory.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Feels amazingly smooth and responsive. – Enemies respawn, thus it can get repetitive.	+ Beautiful organic environments. – On a big TV it gets a bit fuzzy and washed-out.	+ Tranquil and sophisticated. – It's all in Japanese, but we're sure you'll cope.

LIFESPAN
It's your average 10-hour job, but there are 100 'stones' to find that unlock new weapons for your next playthrough.
YEARS

IT'S BETTER THAN...
SAMURAI WESTERN
IT'S WORSE THAN...
ONIMUSHA 3

Superior visuals and enjoyable user-friendly combat make this one of the best adventure games on PS2. *Onimusha* fans will love it for sure.

84

KONAMI

SNEAK. SNIPE. INFILTRATE.

ANYTIME, ANYWHERE WITH THE UNIQUE METAL GEAR ACID TACTICAL ESPIONAGE-ADVENTURE. COLLECT BATTLE-CARDS TO FORM A TACTICAL DECK TO SEE YOU THROUGH YOUR TOUGHEST MISSION YET. AWESOME CUTSCENES AND FRESH NEW GAMEPLAY MAKE METAL GEAR ACID AN ESSENTIAL PSP™ PURCHASE.

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PSP™
PlayStation®Portable

"DRY AND FEATURELESS – AND THAT'S JUST THE MOVIE"

SAHARA

Like having hot sand blasted down your trolleys for an hour and a half.

If what you really want out of cinema is for Steven Spielberg and George Lucas to get off their collective beardy arses and make the next Indiana Jones film before Harrison Ford has to use a zimmer frame to star in it, Sahara will provide a temporary fix of action. In this fast-paced flick based on Clive Cussler's Dirk Pitt novels, Matthew McConaughey plays the heroic adventurer, a former navy diver turned legal treasure hunter. A man who never found an exploit he didn't want to try, Pitt heads off around the world looking for history's lost riches. While he's searching for an ultra-rare civil war coin, he crosses paths with sexy doctor Eva Rojas (Penelope Cruz) in Africa. She's on her own particular quest – seeking the source of a mysterious plague that is killing swathes and swathes of unfortunate villagers.

"THERE'S NEVER A MOMENT YOU WON'T BE ABLE TO PREDICT IN A TRIED-AND-TESTED FORMULA"

SANDY VENTURE

No prizes for guessing that their joint quests combine, as the pair team up to solve her mystery and find his artefact. Fortunately, that's not all Sahara has to it, thanks to comedy sidekick Steve Zahn, always ready with a wisecrack. For all of McConaughey's gung-ho action man behaviour, it's Zahn who actually makes the movie actually worth watching. That, and William H Macy as an Admiral who helps the team out from time to time (mostly providing the hardware for Pitt and company to blow up).

STARRING
- Matthew McConaughey
- Steve Zahn
- Penelope Cruz
- William H Macy
- Delroy Lindo
- Lambert Wilson
- Robert Cavanah
- Patrick Malahide

DIRECTOR
- Breck Eisner

CERTIFICATE
- 12

PRICE
- £19.99

RELEASE
- August 22nd

Director Breck Eisner brings a real light touch to the action, which romps along through its basic plot, stopping occasionally to enjoy some entertaining set-pieces, including a river boat shoot-out and Pitt building and sailing a land surfer out of a crashed plane. True, there's never really a moment you won't be able to predict, with the film sticking to a tried and true formula in its scheming villains (including The Matrix's Lambert Wilson rolling out another dodgy French geezer) and a Bond-style showdown at a solar power plant. At the very least, it's an enjoyable – if really stupid at times – ride and the perfect solution while we sit and wait for Spielberg and Ford to crack the whip.

PSM2 VERDICT

MOVIE	GOOD+BAD	DVD
+ Some great, thrilling set-pieces. – Many of the villains are a little derivative.	+ The movie's full of enjoyable humour. – The plot gets a bit predictable in place.	+ Er... – Right now there are zero extras listed, to be honest with you.

EXTRAS

Oh dear. Looks like Paramount is getting all vanilla on us again. Sahara is escaping on to the streets with barely a sniff of an extra. At press time, there wasn't even mention of a trailer.

IT'S BETTER THAN...
TEARS OF THE SUN

IT'S WORSE THAN...
RAIDERS OF THE LOST ARK

Action nonsense that's a fun popcorn flick, but nothing more than that. Still, probably worth a look if you really can't find anything else in Blockbuster.

62

"WE DON'T FEEL TOO WELL..."

THE RING TWO

Going back to the well for another horror...

STARRING
- Naomi Watts
- Simon Baker
- David Dorfman
- Elizabeth Perkins
- Gary Cole
- Sissy Spacek
- Ryan Merriman
- Emily Van Camp

DIRECTOR
- Hideo Nakata

CERTIFICATE
- 15

PRICE
- £19.99

RELEASE
- August 29th

If you thought the American remake of Japanese horror The Ring was terrifying (and plenty of people did, given the box office results and the existence of this sequel), well, don't expect to get quite the same horrifying chill out of the sequel. This time around, Naomi Watts' Rachel Keller and spooky, intense son Adam have moved from their Seattle home to a tiny little coastal town to try and escape the nightmare that was the possessed video tape and its murderous focus, Samara. But – because there wouldn't be a sequel without her – the evil little girl with the freaky eyes and the long brown hair tracks Rachel and Adam down there. And then, as you'd imagine, it all kicks off a bit.

TURNING JAPANESE

This time round they've tried something different and it almost works. Alongside returning writer Ehren Krueger, who scripted the first film, they've also recruited Hideo Nakata, the man responsible for the original Japanese Ring to try and inject some Japanese flavour into this US sequel. But, aside from a strange moment with demonic deer and a very Japanese obsession with frightening water, Nakata has produced a very cookie-cutter American horror film. Watts does her best, but she's saddled with a role that really just has her looking worried most of the time. And the plot – which sees Samara forgetting her old videotape trick and focusing on trying to infect Adam – doesn't hold the interest like the original.

PSM VERDICT

MOVIE	GOOD+BAD	DVD
+ There are some spooky moments. – But it gets a bit clichéd in places.	+ Good supporting cast helps out a bit. – Too many boring bits that send you to sleep.	+ Great short telling you about the gap between the films. – Very basic Making Ofs.

EXTRAS

The best extra here is Rings, a short that bridges the gap between the first film and this sequel. The rest are your average Making Of docs, looking at the director and his film.

IT'S BETTER THAN...
SCREAM 3

IT'S WORSE THAN...
THE RING

The scare tactics don't quite work out as well this time. If you want some proper chills, we'd suggest you investigate the Jap version instead.

41

CURSED

STARRING
- Christina Ricci
- Jesse Eisenberg

DIRECTOR
- Wes Craven

CERTIFICATE
- 15

PRICE
- £17.99

RELEASE
- August 22nd

There was a time that Wes Craven was rightly described as a Master Of Horror. Sadly, that time was long ago, and his latest effort is a mess. After several rounds of re-shoots and an almost complete rewrite of the script, Cursed emerges as a bloody disaster, laden with plot holes and wasting the efforts of a game cast. Craven clearly set out to make a post-modern werewolf movie – Scream with fangs – but ends up with an utterly toothless beast. Despite script contributions from Scream's Kevin Williamson, it devolves into a wink-fest, with the characters knowing far too much about what's going on and taking all the power out of the scares. And the effects? An American Werewolf In London did it far better. And that was in 1981. Avoid this like you would a savage werewolf attack.

15

XXX2: THE NEXT LEVEL

STARRING
- Ice Cube
- Samuel L Jackson

DIRECTOR
- Lee Tamahori

CERTIFICATE
- 12

PRICE
- £19.99

RELEASE
- August 29th

Back in 2002, the Vin Diesel-powered xXx blasted on to screens to moderate success. But in this misfiring sequel, Diesel's Xander Cage is dead, which means Agent Gibbons (Jackson) needs a new renegade agent to take on a special mission. Thankfully, there's Darius Stone (Cube) a special forces soldier languishing in prison after a mission gone bad. You can guess the rest, including the newly minted xXx attempting to take down a military splinter group with designs on the government. Director Tamahori brings on the bangs, but Cube never quite pulls off the action hero act, which means that all The Next Level has to offer are a load of fiery, stunt-laden set pieces. Not even as good as the first movie, frankly. And *that* was a load of old cobblers.

25

Films from another space and time

ANIMANIA

PUNI PUNI POEMY

From the creators of the hugely surreal Excel Saga comes Puni Puni Poemy, an 18-rated slice of absolute madness about a girl battling mysterious alien things with a wand made out of a talking fish. No, this isn't something we dreamed – it's actually *real*. Like Excel Saga before it, it's genuinely funny and a real experience. It might make perfect sense in Japan, but to us it's just... *inexplicable*.

82

SAKURA DIARIES COLLECTION

Sakura Diaries is basically an animated soap opera chock-full of dubious animated nudity and obscure plotlines that no one but the most hardened of fanboys will understand. It's all bit sweet and girly and teenage for our liking and, despite the utterly fantastic animation and artwork, it's barely-watchable unless you're mad for questionable sexy weirdness.

37

GRAVION: VOLUME ONE

Gravion is an action/comedy TV series that revolves around a huge mech created by an enigmatic billionaire to keep a violent alien race from destroying the Earth. It's pretty standard anime fare, which means there are loads of huge-scale robot fights, cities being destroyed and squeaky-voiced teenagers running about the place making a *lot* of noise. Quite entertaining actually.

79

ALSO RELEASED

JAWS 30TH ANNIVERSARY EDITION

Released August 29th Cert 12 Price £19.99

This 30th anniversary "special" edition offers a few documentary bits and chunks of deleted footage, but little else that's new. Only for completists.

70

BULLET BOY

Released August 29th Cert 15 Price £19.99

The streets of London are the setting for this little gem. Ashley Walters is Ricky, trying to help his friends but avoid gang warfare, with tragic results. A British success.

82

SPOOKS: SEASON 3

Released September 5th Cert 15 Price £39.99

The UK's coolest spies since Bond return for a third series of superlative secret agenting. Proof we can match the Americans for stylish drama.

70

THE FINAL CUT

Released August 22nd Cert 12 Price £19.99

The Final Cut wants to be a cool, intelligent thriller about recorded minds and murder, but it just ends up a confusing, average chase flick. Avoid.

35

©PARAMOUNT / THE KOBAL COLLECTION / GORDON, MELINDA SUE / REX

"PLAY MOVIES AND MUSIC ON YOUR PSP – BRILLIANT!"

PSP UK

On September 1st you'll finally be able to buy a PSP in the UK. What does it do, which games should you buy, and what don't Sony want you to know? 25 incredo-packed PSM2 + PSP pages start here.

Buying your PSP is easy. There's no choice in basic package available (the UK 'Value Pack' is exactly the same as the pack sold in Japan and America, incidentally) so there's only the small matter of coming up with £180 to worry about. At the time of going to press, the big retailers had yet to announce their line-ups but do watch out for shop-based multi-buys that include additional games and hardware. Use the info over the following pages to help choose which is best for you but here's what you get for your basic £179.99.

HEADPHONES:

They look great. But they're crap. The current world record holder for 'tinniest headphones ever' are best replaced with your regular set. The remote control is neat though, allowing you to adjust volume and skip back and forwards through tracks.

32MB MEMORY STICK DUO

They even throw in a memory card but this 32Mb Stick is so tiny as to be only useful for game saves. If you want music and movies you MUST buy a bigger stick.

WRIST STRAP:

Be warned. Once you've threaded this onto your PSP, it's an absolute bitch to get back off again. Are you really a ham-fisted dolt who wants their PSP to look like a handbag? Think about it.

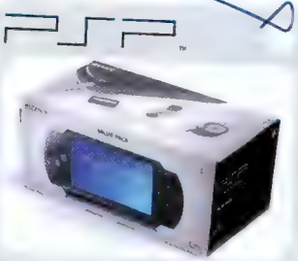
CARRY CASE:

Turns your PSP into an old ladies purse. It does the job though - keeping your PSP scratch free will become your life's work, trust us. Shame one corner pokes out, though, meaning that you still can't sling it in your bag.

THE SECRET PSP MANUAL*

*AKA All the things they should have told you in the real manual but didn't. Thanks Sony!

Hey! You can put movies on your PSP! And getting your MP3s on there is a breeze. And don't get us started on the wealth of 'interesting' downloads you can find if you root around on the 'net... But Sony don't want you to do any of that. Sod them. Here's how to do the lot.



A BOX:

Look for this in shops. Then keep it because in 2023 you might want to sell your PSP on eBay as a "rare, early release UK PSP complete with all packaging and manuals". If you're a mental.

POWER CHARGER:

Charges from nought to full in a few hours. We recommend keeping this brute at home and buying a cheap USB-based charger for use in the office. (See page 67 for more top add-ons).

WIPEOUT PURITY: **Sony don't even scrub the Stick for proper PSP use. Your first job is to format it ready for add-on action.**

1 GET YOUR PSP READY TO RUMBLE

You'd think that the Memory Stick that came with your PSP is all set for your movies, pics and music. Not so. The first thing you should do (before you play any games and make any save files) is to format your Memory Stick on your PSP in order to acquire the right file structure on there. Sounds complicated? Nah, it's a piece of cake.

With your PSP turned on and showing the main menu (press Home then choose Quit to go there if you're in mid-game) head left to Settings, down to System Settings and press ⊗. Now go down to Format Memory Stick and press ⊗. Hit ⊗ again and your stick will be wiped and a set of folders created on board – folders your PSP uses to locate music, pics and the like.

LEADING ME ON: **This is what you need – a USB to Mini-USB lead. Thanks for putting one in the box, Sony. Oh. You didn't.**

2 GET WIRED

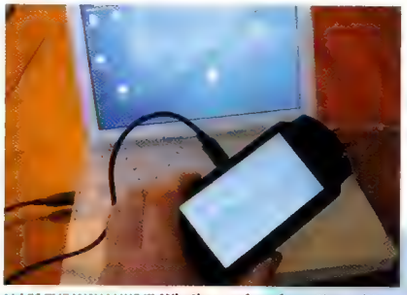
Hold everything. In order to get anything onto your PSP you're going to need one of these – a USB to Mini-USB lead. Chances are you may have one that came with your digital camera. Either way they're easily purchasable from any good electrical store. Try your local out-of-town PC chain and you're sure to pick one up. Yes. We mean PC World. Should cost you about a fiver. Bargain.

Once you've got yourself a lead (one end goes in your computer, the other in your PSP you're ready to put all sorts of stuff onto your PSP besides those rather over-priced games and UMD movies. First, though, you're going to need to set up your PSP's Memory Stick just right...

3 GET ORGANISED

Now you're ready to connect your PSP to your computer and get down to business. Plug one end of your new USB lead into your computer and the other into the hole at the top of your PSP. Now fire up your PSP and go left to 'Settings' then up to 'USB Connection'. Select it, and your PSP's Memory Stick will then appear as an external hard-drive on your computer. Double click this and you're staring straight into PSP's brain. Well, its Memory Stick anyway.

You should see a folder called PSP. Inside this (if you formatted your stick like we told you above) you'll see folders for Game, Music, Photos and Save data. Result! But wait. There's something missing – where's the folder to put your videos and DVD rips? Yup, you're going to have to make it yourself. Darn.



MACS THE WAY I LIKE IT: **Whether you're using a Mac or PC, both will pick up your PSP as an 'External Hard Drive'**

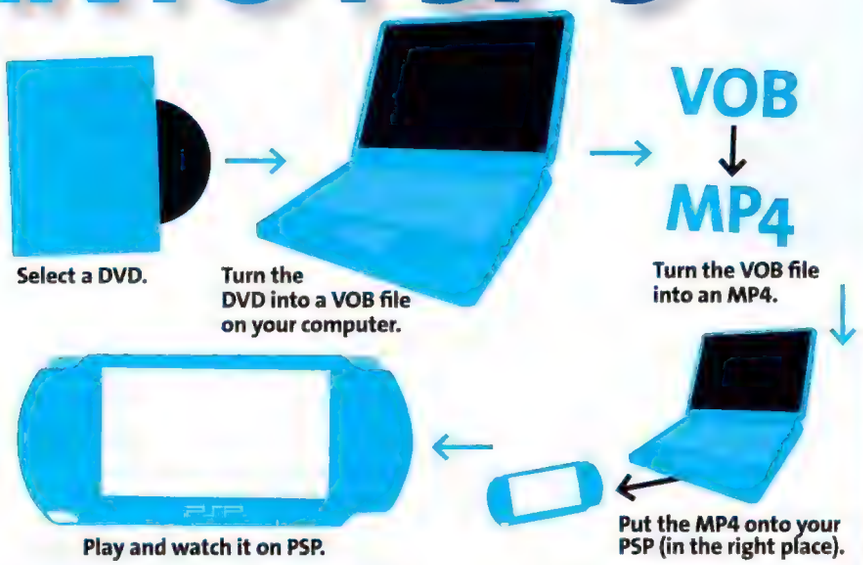
4 GET A VIDEO FOLDER

In order to put video on your PSP you need to create a folder called MP_ROOT next to the PSP folder – NOT inside the PSP folder, but on the same level as it. Get it? That name (all caps with an underscore) is important too. Step back a level so you're looking at the PSP folder and make a new folder like you do normally on your computer. Call it MP_ROOT. That's it. So now you've got a new, empty MP_ROOT folder next to your PSP folder, right? Good.

Now double-click this new MP_ROOT folder to enter it and make a folder inside called 100MNV01. Again, that name is important. Remember to use caps. This is the home for your video files. For your PSP to 'see' any videos they must be put inside this new 100MNV01 folder AND they must be called the right thing... For now, though, you're done. Your PSP is finally ready for download action.

IMPORTANT BIT: You can disconnect your PSP from your computer now, if you like but remember, when you disconnect you must 'Eject' the PSP's icon from you computer before pulling out the USB cable. If you don't the data on the card can become corrupt (and your card full of annoying undeletable files). And you wouldn't want that, would you? No? Good?

HOW TO... TURN DVD'S INTO PSP'S


Select a DVD.
Turn the DVD into a VOB file on your computer.
VOB
MP4
Turn the VOB file into an MP4.
Put the MP4 onto your PSP (in the right place).
Play and watch it on PSP.

LOAD UP PICTURES

Pretty much the same process as with MP3s – find some JPEG images on your computer (do a search for .jpg if you can't find any) and drag them to the Photos folder on your PSP's Memory Stick. That's it.

You can make folders inside the Photos folder that correspond to albums (such as 'Holiday 2005' or 'Grandad Eating Chips') in order to better arrange them. Once again, you can change the order in which they're displayed by putting 01, 02, 03 etc in front of their name.

Eject your PSP from your computer and go to Photo on the main menu to see them.

LOAD UP VIDEO

Made your 100MNV01 folder yet? See page 65. Think you can just drag and drop files to it and make them play on PSP? Think again. Putting video on PSP is the hardest thing you can do with it. Fortunately we're here to talk you though the process.

Know this: The PSP will only play video in MP4 format. Got a hard drive full of AVIs MOVs and WMA files? Then you're going to have to convert them before PSP will play them. Got a shelf full of DVDs that you want to play on PSP? Then you're going to have to rip them (i.e. copy them) to your computer and then convert them to MP4 before your PSP will play them. Don't worry though, it's all easy enough. Check out that box over there. Yes, that's the one.

LOAD UP MP3S

Let's do something easy first – let's put some of your music on there. With your PSP in USB mode you'll be able to see the PSP folder and the Music folder inside it on your computer. Simply drag and drop MP3 files from your computer into the Music folder on your PSP. That's it. You can make folders inside your Music folder that correspond to albums if you like (it's a good idea to keep things tidy) or make a folder called 'My Top Tunes' or whatever and just copy in your favourites. Anything goes. Connect to your PC and just drag and drop the files between folders to make playlists.

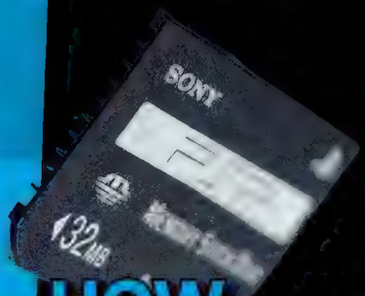
It's worth noting that your PSP currently can't make its own playlists. Pathetic, eh? In order to get tracks to play in the right order just rename them with 01, 02, 03 and so forth at the start. Fiddly, but it's the only way to do it right now.

Got no MP3's? Stick a CD in your computer and use any of the thousands of CD ripping programs (such as the free-to-download iTunes) to make some. Not sure where your computer has dumped your music? Do a search for .mp3 and it should turn up some files. Currently PSP only plays MP3 or ATRAC3plus files (Sony's mad version of MP3) though WMA and AAC file support is due with version 2.0 of the software (see late on).

Eject your PSP from your computer and go to Music on the main menu to hear them.

STEP1: TURN DVDS INTO VOBS...

STEP2: TURN MOVIES INTO PSP'S



HOW MUCH WILL FIT?

As a rough guide, MP3 files (the world's favourite way of compressing and carrying audio) works out at about 1Mb per minute of sound. Similarly video, when compressed to MP4, works out at about 2.6Mb per minute.

32Mb stick =
8 MP3s or
21 4megapixel photos or
12 minutes of video

64Mb stick =
16 MP3s or
42 4megapixel photos or
25 minutes of video

128Mb stick =
32 MP3s or
84 4megapixel photos or
49 minutes of video

256Mb stick =
64 MP3s or
168 4megapixel photos or
98 minutes of video

512Mb stick =
128 MP3s or
336 4megapixel photos or
197 minutes of video

1Gb stick =
250 MP3s or
672 4megapixel photos or
385 minutes of video

GOT A MAC? THEN DO THIS...

Step 1 – Yade X

Get Yade X from http://www.macetvideo.com/dl_center/dl_center.html. Click on Yade OS to down load the English language version. Load up a DVD and direct Yade to the Video files folder. It'll then make the entire DVD into one fat VOB file.

Step 2 – FFmpegX

Get FFmpegX from http://www.macupdate.com/info.php/id/8988. You may have to download the files it suggests in order to run effectively but, once it's up and running, it's an excellent (ifree and easy) way to turn your VOB files into PSP files. Click on the Target Format 'To' drop-down box and choose PSP. Now just drop your VOBs on the Source Format box and it'll belch out correctly named PSP files ready for copying to PSP.

DODGY FUN WITH PSP!

Rent Films – And Keep Them Forever!
Ever returned a film without having watched it? Or been forced to watch Zombie Nun Eaters at 10am because of a looming late fee? Now you can rip the DVD to your PSP, return the film and watch it at your leisure – on the bus to work. Just be sure to delete it once you've watched it, OK? Yeah, right...

Can't be arsed to play games? Let someone else do it for you!
Do a google search for 'PSP save files'. There's loads of them. Yes, now, rather than have to play a game yourself you can download someone else's efforts and pass them off as your own. It's not all pointless, though. A stolen save could get you past that impossible end of level boss or unlock end-of-game secrets. Alternatively, you could put your saves online and show everyone how bloody great you are. Just connect your PSP to your computer in the usual way and drag and drop the saves out of your Game Saves folder.

Create the ultimate porto-grumble stash
Your PSP plays JPEG files. Any JPEG files. While the manual may feature pictures of kittens and an old man watching a marching band it's just as capable of showing yards and yards of hot naked flesh. Yes, armed with a scanner you can turn a nipple-high pile of palm-mags into a festivalé of compact gentleman's entertainment.

Simply drag and drop your computer's grumble folder onto your PSP's Photo folder (perhaps rename it 'Granny's Birthday' to deter prying eyes) and – hey presto – you're in a whole new world of easily secretable portable pornography. Have fun!

RIDGE RACER: **Copy your complete saves to your computer and swap them with mates or go post them online. It's easy.**

PSP HARDWARE

Our pick of the best PSP gadgets around.

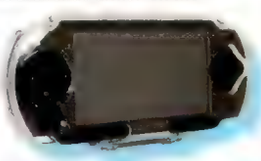
LOGIC 3 SOUND SYSTEM

Of all the sound systems we've 'enjoyed' recently this one is our favourite. OK, so getting the PSP in and out smoothly is like trying to pass a pineapple but once it's in there it ain't goin' nowhere. Made from PSP-matching shiny plastic it shows up the other lesser systems nicely. And it sounds good too. The 'sub-woofer' which folds down to form the stand isn't exactly going to put your windows in any threat but the whole set up turns your PSP into a perfectly adequate boombox ideal for listening to music or placing on a table top and watching a movie. The surround sound feature widens the stereo nicely and battery power means that you could conceivably place this on your shoulder and proudly stride the streets.
£49.99

but you can even stow eight games on a padded cushion so soft they may well nod off. PLUS you get a USB charger (charge PSP from your computer), a USB lead (for transferring files from your computer), a car adapter (for charging from your car) and a pair of perfectly OK headphones. And all four wirey add-ons come in spring-loaded self-rewinding reels that prevent the pouch from becoming a bag of spaghetti. Delicious!
£14.99

JOYTECH ARMORLITE CASE

Unlike other cases, pouches or shrouds that keep your PSP mint this one allows you to play your PSP *while it's still in the case*. It adds next to nothing to the bulk of the PSP and protects it completely. In fact, if you were to lock your PSP inside this click-shut 'armor' on the moment you unbox it it'd stay brand-new fresh forever.
£6.99



LOGIC 3 TRAVEL PACK

While it may look like a gentleman's wash pochetté, it is in fact an superb case for your PSP. And it comes pre-loaded with an array of Bond-like gadgets. Yes, not only is there space to stash your PSP and charger in mucho-padded opulence,

JOYTECH POWERDOCK AND SCREEN SHIELD

Two for the price of one. The Powerdock is a stand for your PSP that props it up and allows you to recharge it while you watch movies on a train or at home. Simple and effective. The Screen Shield is a flap that attaches to the top of your PSP and folds down over its screen.
£14.99

MAX MEDIA KIT

You may have just read how to put video on your PSP. Complicated, isn't it? Not if you use the Max Media Kit, it isn't. It basically does all the folder and converting stuff for you so, while it doesn't do anything that you can't do for free, it does it without most of the hassle. And it comes with a relatively sizey 128Mb Memory Stick too. Bad bits? Well, converting your DVDs will still require you to convert them to a single VOB file using another bit of software first (not supplied) and thereby remove any copy protection in the process, so it's not as simple as bung in a DVD and rip away. However, if you want an easy(er) life then this is worth a look at **£34.99**. We'll be reviewing every bit of new PSP software in our next issue by the way.

WHICH MEMORY CARD?

Check out these how much data you can store on it and that [illegible] you get in the box it's [illegible]

So given that you need a memory card which should you go for? Sony sticks are, of course, perfect for the job but if there was an opportunity to save a few bob then surely that cheaper option is. What's been going to press with Nintendo's mid-priced range of coloured Memory Stick Duos and are pleased to report that they work fine (powerful colours, fast, reliable) and boast, we've used them since day one and they've never screwed the pooch once – bang on. Didn't have jacket for a year.

They even come in a range of fruity colours and [illegible] being a different size and great for [illegible] to find the card we've had on the right in the one you might have with enough room for a couple of full length movies or [illegible] Do you? Find that one it's [illegible] you [illegible] have room to take it out. [illegible] you can buy an [illegible] [illegible] [illegible]

EXCLUSIVE ACCESS!

grand theft auto

Liberty City Stories

The game you bought PSP for invites us out shopping with a mad lesbian...

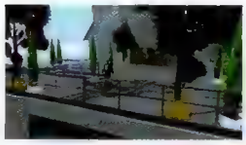
Science lesson – If you can squeeze coal to create diamond, what happens when you squeeze *GTA* onto PSP? (A) It gets shinier. Seriously – *Liberty City Stories* is visually identical to the PS2 version of *GTA3*, but with improved lighting effects. You can see street reflections shimmer across the surface of your motorbike – available for the first time ever in *Liberty City* – and lights ripple in the rainy streets, much like *Midnight Club 3*. It's a minor technical marvel, but the transformation runs deeper than some blurry headlamps.

GTA: LCS is set three years before the events of *GTA3* (1998ish), with an entirely new set of missions – but you probably knew that already. We've outlined the necessary technical stuff below (see Liberty City Checklist), so we can concentrate on how it *plays*. We've seen three missions in action, and a variety of scenery from Portland, Shoreside Vale and Staunton; plus characters including Toni Cipriani, Don Salvatore and – for the first time ever – Maria.

It's only when you see *GTA: Liberty City Stories* beaming in pin-sharp LCD quality from PSP's relatively tiny 9.6cm screen that the achievement sinks home – this is a

"THIS IS A FULL-SCALE UNIVERSE IN THE PALMS OF YOUR HANDS"

full blown, free roaming universe *in your hands*, complete with trademark pedestrian chatter, car jacking, licenced radio stations, Rampage missions, Unique Stunts and Secret Packages. It's both staggering and weirdly anaesthetising. Check the first opinion below.



PSM RECKONS *It's weird. While the game is hugely impressive, it's only because you're making allowances for PSP. A part of you feels like you played it four years ago, even though the missions are different. The targeting suffers from the same issues as* GTA: SA *with mild scenery pop up and trademark character 'wobble' in close-up gunfights. The core gameplay is identical to* GTA3 *– a small miracle in itself – but mildly disappointing in the context of* GTA:SA*, where you could swim, fly, go to the gym, get haircuts and parachute from skyscrapers. The biggest compliment you can pay* GTA: LCS *is that it even invites the comparison to a cutting-edge PS2 game – at one stage we honestly feared it would be in top-down 2D like the GBA version, or not be free roaming after all. It's the most exciting, impressive (sort of) original game on PSP – and you can rely on PSM2 to deliver the honest verdict.*

THE TROUBLE WITH THE TRIADS

★ Our 'hero' Toni meets up with Mafia boss Don Salvatore – who's accused of being in a mid-life crisis by his girlfriend as he pulls up in an open top sports car in a vaguely amusing cut-scene – and is told to pick up some money from Callahan point. Toni jacks a Leone Sentinel (sexy Mafia car from *GTA3*) and cruises to the destination as we marvel at the volume of traffic and pedestrians ("Watch it young man!" cries one old feller). As Toni reaches the drop point, a rival triad gang blows it up, and you've got to run around scooping up money and shooting goons (using a similar priority targeting system to *GTA:SA* – use the D-pad and shoulder button to cycle targets). Toni jumps in the car and speeds away, promptly chased by suicidal Triads in trucks. Some sharp driving, violent handbrake turns and drive-bys later (L + ○), Toni returns to base. Mission Passed. $750.

SHOP TIL YOU STROP

★ Toni has to take the Don's girlfriend (mental bi-sexual mafia moll Maria) on shopping trip – where she proceeds to shoplift at will. You need to drive to each drop point, wait for her to 'accidentally' pick something up, then speed away with the cops in pursuit. "Keep the engine running," she purrs, as the shopkeeper emerges with a shotgun and blows out your tyres – you've got to make it home with a three-star wanted level while running on your rims. It's tough, but hugely enjoyable.

BLOW UP DOLLS

★ You visit J.D O'Toole, who owns Paulie's Revue Bar, a small-time hustler who wants to defect from the Sindacco family and work for the Don. He's hiding behind a metal door with a peephole while something 'odd' goes on behind. He tips you off about a Triad attack on a casino downtown, and you need to speed there on your PCJ-600 to head off trouble. The Triads try to run you off the road, and you arrive at the casino just in time to see it partially exploded, which they try to finish off with an armoured Patriot jeep. You need to disable the patriot with some cute junction ambush/drive-by work, and race back to the casino, where they've planted a truck bomb. You've 30 seconds to drive the truck to a safe distance and leg it.

LIBERTY CITY CHECKLIST

★ Play as Toni Cipriani, the tubby mafia boss from *Grand Theft Auto 3*.

★ Developed by Rockstar Leeds (the brains behind *Midnight Club 3* on PSP) in conjunction with *GTA: SA* daddies, Rockstar North.

★ Licenced soundtrack of 1990s tunes (TBC), with radio stations like UPS 106, Head Radio and Double Cleff.

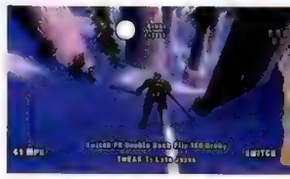
★ Mission length reduced to five minutes (on average) to reflect nature of handheld play, plus reduced length cut scenes to optimise UMD space.

★ Full free-roaming city with no obvious loading times.

★ It's unconfirmed, but there's potential for using your Memory Stick MP3's as a custom radio channel – there's a suspicious CD icon on the main map.

★ Use left analogue stick to move around (then hold L to manipulate camera).

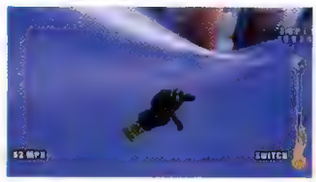
★ Lighting from day to night, with new reflection mapping and rain/snow weather effects.



SKI FUNDAY

SSX On Tour PSP means you ski without having to speak to real skiers. Bonus!

Last month we brought you a look at *SSX On Tour* on PS2, but since then we've played it on PSP. And it's almost as good as its 'grown-up' counterpart.



Messing around in a basic first-to-the-finish race we enjoyed ourselves immensely. There's a fairly noticeable drop in texture quality from the PS2 version, but it's still hugely impressive. There's a bit of a dip in frame-rate when another racer appears, but we're guessing that'll be sorted.

PSM RECKONS *This looks hugely promising, with some PSP-exclusive tracks. We'll 'ski' in November how good this is, but we're sure we won't get 'board'. A ha-ha. Sorry.*

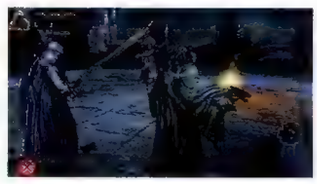
LORD OF THE RINGS TACTICS ATTACKS

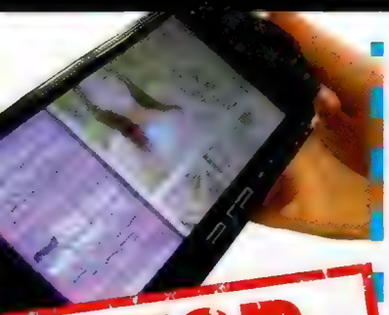
It's the game everyone's Tolkien about.

If PSP's really lacking in anything right now then it's something a bit more strategic and thoughtful. With elves in it. But soon we'll have *Lord Of The Rings Tactics* to fill the gap.

What this means, then, is a game rammed to bursting with turn-based scraps, allowing you to painstakingly plot out battles between the forces of good and the forces of evil. There's also a multi-player Wi-Fi mode which lets both players plan their movement and attack phases simultaneously.

PSM RECKONS LOTR: Tactics *seems as it'll be perfect for turn-based combat fans with a fantasy fetish. Prepare to lord it up in November.*





STOP PRESS

SOFTWARE UPDATE VERSION 2 AVAILABLE SHORTLY!

(AND YES, YOU CAN SURF FOR PORN WITH IT)

The PSP you'll buy will come equipped with 'firmware' version 1.52. What's that? It's the program that looks after your PSP's brain. Updates to the firmware will add extra features to your PSP and are therefore a welcome thing. American and Japanese PSPs (launched with version 1.0 of the firmware) can now be upgraded to version 2 either wirelessly (just choose the network update option on your PSP and be within range of a wireless hotspot or your home wireless router) or you can download it from the net, install and then run it.

Currently the version of 2.0 available doesn't work on UK PSPs though a UK version is planned. We've tried and, after going through all the motions our brand new UK PSP barked up an error. Looks like you'll have to wait until a couple of weeks after the UK Launch before the 'official' UK update – perhaps version 2.1 – goes live.

So what does the latest firmware enable your PSP to do? Well, the main event is the new browser application – yes, you can finally surf the net AND download stuff from it to your stick. And this is no mobile phone-style crappy WAP thing either, it's a fully featured browser that copes with all but the most complex websites (which can look a big mangled when they download to your PSP's screen). There's also no support for Flash, Java or Shockwave for streaming video or audio, but other than that it works a treat. Take your PSP to your local Starbucks (using their Wi-Fi access point) and surf away for free.

Elsewhere, there's also the option to set your choice of background wallpaper and the Photo viewer will now display TIFF, PNG, GIF and BMP files in addition to the JPG support previously. You can even transfer pics wirelessly between two PSPs now. Should you want to. There's more support in the audio department as well. Your PSP will now play MP4 (AAC) and WAV files too. Phew.

NO TRAIN, NO GAIN: You'll be able to train players from your PS2 game on your PSP.

HANDBALL: Looks pretty damn good, doesn't it? *PES* in your palm – luxury.

HAVING A BALL: Having played *Winning Eleven 9* all month, we can't wait for this.

PRO EVOLUTION 5

The world's best football game shrinks *and* grows.

The first shots do look a little sparse, but that's the problem with honest, actual, in-game camera angles. In motion, it's slicker than we dared hope – a dead ringer of, say, *PES2* or, at a push, *PES3* – with no noticeable slowdown and an intelligent zoom camera. We're massively upbeat about the controls, too, having played a lot of *Winning Eleven 9* – where you use D-pad double taps instead of the R2 button (that PSP lacks) to perform shimmies. But it's the link-up ability with PS2 *PES5* that's got us really, really excited.

It's possible to transfer your Memorial Match data – a running tally of all your games against other players – between your Memory Card and Memory stick, but the best news is the Master League link-up. You can take your PS2 players, train them on the bus via PSP mini-games, and re-import them to *PES5*. As anyone who's spent hours dribbling Wayne Rooney around tiny cones for one measly Speed stat will agree, that's good news indeed. With four-player wireless play, 57 national teams, 136 club teams and six leagues, our only concern's for our increasingly arthritic fingers after extended spells with PSPs stretched arrangement of D-pad and buttons.

PSM RECKONS *This will probably be – almost depressingly – the best game on PSP. Unless someone's working on a luscious FMV heavy RPG that actually suits the slower pace of handheld play and PSPs awkward button. They are, right?*

BURNOUT LEGENDS

We were worried about this – but we've never been so pleased to be wrong.

Remember back in PSM#63, when we suggested – and it broke our hearts to do so – that *Burnout* on PSP *might not be that good*? We were suspicious of the little impact felt when two tonnes of metal careered into each other and questioned whether PSP's screen was simply big enough to convey the visceral eye-bleeding qualities of *Burnout*. Well, good news.

All the sound effects are in place now and the cars feel just that little bit heavier. Consequently, smashing two huge motors into each other now feels much more satisfying and is accompanied by proper metal-grinding noises – more than enough to sedate our primitive urges. Even better – *Legends* can be played over Wi-Fi, even if only one player owns a copy of the game. It's technology gone beautifully mad. Yep, using the game-sharing system, the person with *Legends* in his PSP can beam a track over to the other player's, allowing both to tear along the roads together. Terrific.

PSM RECKONS *No more need we fret and worry like old ladies – Legends is shaping up to be terrific. It's got all the best bits of Burnouts 1, 2 and 3, it's super-quick and, most importantly, the impact of crashing is now right there. Soon, we'll all be able to simulate massive pile-ups while on the bus. Peace of mind for every journey, you'll agree.*

FEEL THE BURNOUT: Having been a bit wary at first, we're now very excited about *Burnout Legends* indeed.

PILES OF PILE-UPS: The pile-ups are every bit as destructive as you'd like them to be.

NICE TRACK: It's got classic tracks from every *Burnout* (except *Revenge*) for your enjoyment.

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SPREAD SO YOU CAN SEE ALL! 259350	BUM UP NO UNDIES CHEEKY VIEW 259325	I'M READY AND WAITING FOR YOU! 259510	SECRETARY PANTY WHILE WORKING LATE 259689	DIRTY HOUSEWIFE PANTIES ON THE LINE! 259514
JANET PLEASES RUB WITH PINK TOY! 259383	ONE LEG ON THE TABLE VIEW FROM BEHIND 259553	WHITE STOCKINGS TEASING HERSELF 259426	GLOBE UP AND WATCH SUNSHINE! 259563	BIG TOY FOR HER ALL! 259563
TOY FUN ON HER OWN 259670	SPREAD AND WET IN THE SHOWER! 259444	GOOD VIBRATIONS HER NEW BESTFRIEND 259561	KNICKERS TO ONE SIDE SNEAKY PEAK! 259425	NAUGHTY GIRLS GET DOWN AND DIRTY 259387
SKINNY GIRLS GET FUN TOY TIME 259565	BORED HOUSEWIFE FINGER TEASE 259512	CLOSE UP TOY ACTION 259515	NAKED DUSTY CLOSE SHOWS ALL! 259562	SAUCY SPREAD ON A CHAIR 259688
BORED BLONDE PLEASES HERSELF 259542	SARAH LETS YOU SEE EVERYTHING! 259429	SPREAD AND READY 259423	BLONDE & BRUNETTE GET DOWN AND DIRTY 259341	GIRLS TOGETHER FINGER LICKING FUN 259339
REAR VIEW CLOSE UP TOTALLY SMOOTH! 259347	KATE LIKES TO LET YOU SEE HER UP CLOSE 259433	UNCLOTHED AND EXPOSED! 259353	I LIKE TO TEASE SEE IT UP CLOSE! 259379	VIEW FROM BEHIND UP CLOSE! 259222
SPREAD ON THE BED 259424	SEE ME USE MY VIBRATING TOY! 259545	GIRL-GIRL LICKING FUN 259385	SECRETARY PANTIES UP IN THE OFFICE 259694	LOUISE OPENS UP LOOKING 259337

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VIDEO

2RUDE 2SHOW

256304 HOTO & BIG CRASH · 259838 TRIALS HERO · 256301 MONKEY BUSINESS · 259833 TREADMILL BREAKER

256105 DIRTY PINK PVC BRUNETTE · 259448 BIKE DROP OFF · 259473 KUNG-FU BEAR · 259830 BMX CRASH · 259841 MAN VS TANK SLAPPER · 256317 TRUCK SURFER · 256306 INSANE BUSKING SKATER

256302 KICK BOXER BREAKER · 256315 DRUMKEN B**CHEAD · 259847 OVER THE BARS · 259846 MOTORCROSS JUMP · 259844 ROCK CLIMBING · 259842 TRUCK JUMPING

256049 SEXY TEASER · 259595 BREAST EXERCISE · 259445 SWEDISH TOUCH · 259586 NAUGHTY LUCY · 259616 OUTDOORS STRIP · 259815 DIRTY ANNA · 259878 BLONDE TEASE · 259829 SHAKE THAT BOOTY

259993 DOUBLE ENTRY · 259997 TOY FUN ALL THE WAY · 259990 DEEP IMPACT · 256033 STICKY MILK DRINKER · 256047 HORNY STRIPPER · 256057 HORNY AS HELL · 256087 ORIENTAL TEASE · 256095 HORNY FINGER FUN

259917 MYA TAKES IT TILL SHE SCREAMS
259781 THOMAS GIVES IT TO MYA IN EVERY WAY
259765 WATCH YVONNE AND DECKER GET DIRTY
259604 DRUNKEN TOY ACTION
259623 CRYSTALS NAUGHTY POOLSIDE ANTICS
259618 GIRLFRIENDS FUN, AS DIRTY AS IT GETS
259614 CHRISTINA CHAIR ACTION
259459 MOUTHFULL
259531 I'LL SHOW YOU EVERYTHING AND HOW I LIKE IT
259526 ANDREA GETS DOWN AND DIRTY ON HER OWN
259592 SMOKING WITH A DIRTY TWIST
259451 LARA STRIPS ON PUBLIC TRANSPORT!
259597 CHEEKY ROADSIDE DOGGIN
258447 5 GIRLS LICKING
259594 SCREAMING FLICKER
259476 GARDEN GOLDEN SHOWER
259478 ANGEL TEASES HERSELF AND YOU!
259479 BRUNETTE RUBS IT FROM EVERY ANGLE
259482 ANDREA SHOWS YOU HOW SHE CAN PLAY!
259951 VANESSA TAKES IT ALL THE WAY

259987 ORAL ACTION · 259989 DEEP FINGERS · 259953 MYA SHOWS ALL

259983 DOUBLE ENTRY · 259998 DEEP TOY ACTION · 259999 DEEP IMPACT

ANIMATION

259539 · 259308 · 259541 · 256012 · 256369 · 259312 · 259469 · 259470

259534 · 259540 · 259538 · 256015 · 256011 · 259536 · 259532 · 259309

259535

TUNES

UK TOP 20

Axle F	252023
Akon - Lonely	251248
Gorillaz - Feel Good Inc	251240
Foo Fighters - Best Of You	251272
Amerie - One Thing	251268
Black Eyed Peas - Don't Phunk With My Heart	251237
Coldplay - Speed Of Sound	251267
Gwen Stefani - Hollaback Girl	251269
The White Stripes - Blue Orchid	251273
Audio Bullys - Shot You Down	251236
Tony Christie - Amarillo	252246
James Blunty - You're Beautiful	251274
The Game - Love It Or Hate It	251254
Oasis - Lyla	251244
Funeral For A Friend - Streetcar	251275
Will Smith - Switch	251212

LATEST

Max Graham Vs Yes - Owner Of A Lonely Heart	251266
Kaiser Chiefs - Everyday I Love You Less...	251261
Rob Thomas - Lonely No More	251262
Mylo - In My Arms	251263
Junior - Touch My Fire	251264
Stevie Wonder - So Whats The Fuss	251265
New Order - Jetstream	251266
Coldplay - Speed Of Sound	251267
Amerie - One Thing	251268
Gwen Stefani - Hollaback Girl	251269

REAL SOUNDS

From Scott Mills Show "Eh, Dirty Boy"	258142
Smash Martian - Laugh	258143
Smash Martian - That Is Good	258144
Full Metal Jacket - Drill Sergeant "Do You Suck.?"	258138
I'm Stood Next To A Ringtone W**ker	258141
Air Raid Siren	258058
Submarine Warning Siren	258059
Toilet Flush	258060
Phoenix Nights - Garlic Bread	258055
Donald Duck Getting A BJ	258056
Bo Selecta Michael Jackson - Where's Ya Daddy?	258046
Bo Selecta Michael Jackson - Shoarmore	258047
The GREATEST Female ORGASM EVER!!	258031
Homer Simpson - Doh! Doh! Doh!	258032
Let's Talk About Masturbation	258021
Ace Ventura - Alrighty Then	258022
Clint - Do You Feel Lucky Punk?	258015
Throwing Up - SPLAT!!!	258012
Female Orgasmo Alert	258140
Pulp Fiction - The Path Of The Righteous Man	258051

REAL TXT ALERTS

Austin Powers - You've Got Mail Baby	258061
Austin Powers - Fat B - Get In Me Belly	258062
Friends - Joey - How You Doin'?	258063
Homer Simpson - How Do You Want It?	258064
Police Siren	258065
Star Wars - Jabba's Laugh	258066
Robots - Access Denied	258004

WALLPAPERS

▲BUSTY BRUNETTE - 259411

259005 · 256220 · 256219 · 259154 · 256218 · 259549 · 256207 · 256212 · 259210 · 256217 · 256215 · 259824 · 256128 · 259203 · 256202 · 256153 · 256214 · 259785 · 259630 · 259625 · 259767 · 259635 · 256024 · 259912 · 259176 · 259636 · 256134 · 259641 · 259644 · 259190 · 259237 · 259771 · 259867 · 256142 · 259020 · 259857 · 259320 · 259915 · 259927 · 259389 · 259394 · 259887 · 259501 · 259980 · 259634 · 259900 · 256221

GAMES

COMPATABILITY: A: MOTOROLA B: NOKIA C: PANASONIC D: SAGEM E: SAMSUNG F: SHARP G: SIEMENS H: SONY

259805 · 256003 · 259811 · 259804 · 259808 · 259810 · 256004 · 256005 · 259809 · 256065 · 256067 · 256068 · 259806 · 259807 · 256006

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YOU LIKE THAT A** BABY!!	258148
DON'T STOP!!	258154
HEAR ME COME	258158
COME BIG BABY!!	258159
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2RUDE 2PRINT	258150
2RUDE 2PRINT	258149
2RUDE 2PRINT	258151
2RUDE 2PRINT	258161

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The MONEY SHOT

You're trailing the Wi-Fi race but on the straight, you outbrake your opponent, catching his offside and send him spinning onto the gravel. Nice one.

CAR-MAGEDDON

If Sony had their wits about them (and dared to get heavy-handed with the untouchable Polyphony Digital studio) then they'd have *GT Mobile* ready for the UK launch. After all, PSP has been out in Japan for nine months now but *GT* still evades us on PSP. This, of course, leaves the road clear for *TOCA 2*. Just as it does on Xbox and PS2, *TOCA 2* serves up a huge range of *GT*-rivalling car diversity. There's sports supercars, Le Mans cars, the touring cars (of the title) and even Formula Fords – stripped down sinlge seater race cars. If it's in the PS2 game, it's here on PSP.

TOCA JUNIORS: **Even new portable *TOCA* features all the cars from the full-size game.**

TOCA RACE DRIVER 2

A pretty much perfect conversion of the 90%-scoring PS2 game. So why would we rather be playing *Ridge*?

We love driving games. They allow our lead-footed speed demons to surface without actual law-breaking consequences such as speeding tickets, upending doe-eyed children and the like. But while we're content to sit on our fat asses and play out our dreams at home on PS2, we're not so keen to do it in bite-size chunks on PSP. Don't get us wrong. *TOCA Race Driver 2* is a fantastic game and there's barely anything wrong with (we'll get to that later), but the fact is – as a pocketable porto-game – it's boring. Wait. Come back, there's more.

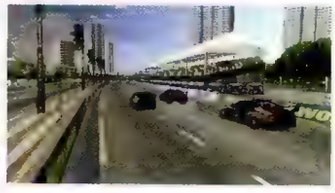
It's like this – *TOCA 2* is one of the best driving games on PSP. The cars and tracks look lush, the handling physics are astute (though hindered a little by PSP's microscopic analogue stick) and there are more racing competitions to shake an oily gear stick at. Brilliant. So why doesn't it keep us interested for more than five minutes at a time?

Apart from the Wi-Fi connectivity (which provides frantic eight-player action without a sniff of lag) there's nothing exclusive for the PSP game. So while the racing is a welcome port from the quality *TOCA 2* on PS2 (90% in issue #54) you're left an almost identical title, which, on PSP, seems to snake out ahead of you with all the lure of pile of uncompleted tax returns. Wait. We can explain.

It's not all bad. The career mode is all present and correct – complete with the original game's cut-scenes of that Scottish manager bloke. Screeching around the faithfully replicated tracks with an equally impressively recreated vehicle feels as good, if not better than any racing game on PSP. And the aforementioned Wi-Fi link up races are a joy. But we can't overlook the fact that we've played and loved it all before – on a machine which plays this particular, steady, methodical style of 'adventure racing' so much better than the PSP can.

So, should you buy it? If you've not got the PS2 version, then yes, go for it. it's the closest thing to portable *Gran Turismo* you'll be able to buy for ages. On the other hand, if you've worn the tyres down on your PS2 *TOCA 2* then you'd be better off with something new. Let's face it, after playing *TOCA 2* on two consoles already most of us can steer round these tracks blindfold by now. We don't want direct ports for PSP. We want something new. **Nathan Irvine**

■ *TOCA 2 is on sale September 1st.*



INFOSTRIP

DETAILS

Developer: Sumo Digital
Publisher: Codemasters
Players: 1-8
Memory Save: 368KB

GAMEFAX

Driving
Network Play
Official License
Hard

TRIVBURST

- Vehicles from the likes of Ford and Aston Martin.
- Race against eight other human players via Wi-Fi
- Classic real-life tracks including Laguna Seca and Oulton Park.

PUBTALK

The smart arse thing to say down the boozer.
"Aston Martin have been making cars since 1914. Sorry, I just had to get that off my chest. Lets talk about birds and football again. Crisp, anyone?"

PSM VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ The finest simulation of driving on PSP. – Serious racing in miniature isn't much 'fun'.	+ The chassis's crumple realistically. – Realistic scenery is actually flat and bland.	+ Screeching tyres and collisions are quality. – Some engine whines will send you deaf.

LIFESPAN

There are 33 championships available in Simulator mode. Couple those with the Wi-Fi link-up and there's months of racing ahead.

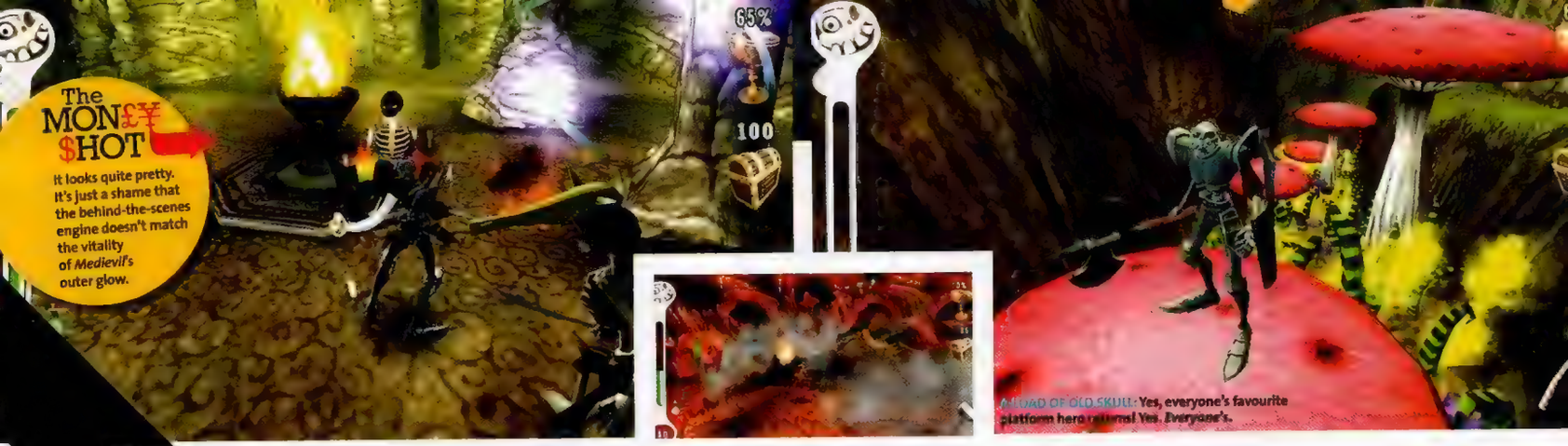
MINUTES — YEARS

IT'S BETTER THAN...
FIRED UP

IT'S WORSE THAN...
MIDNIGHT CLUB 3

It's almost identical to the PS2 version – give or take a some graphical polish – and it really is a solid driving sim, but it lacks any sort of short-term fun to detract from the seriousness.

79



The MON£Y $HOT
It looks quite pretty. It's just a shame that the behind-the-scenes engine doesn't match the vitality of *Medievil*'s outer glow.

A LOAD OF OLD SKULL: Yes, everyone's favourite platform hero returns! Yes. Everyone's.

PS2

INFOSTRIP

DETAILS

Developer: SCEE
Publisher: Sony
Players: 1
Memory Save: 128kb

GAMEFAX

Action · Platformer · Funny · Sequel

MEDIEVIL RESURRECTION

Sony's skeleton crew knock up game.

If you were an avid PlayStation player way back in 1998, chances are you played SCEE's fantastic Tim Burton-inspired platformer, *Medievil*. Or not, because it didn't do *that* well really. Still, it spawned a sequel and now you're being treated to a PSP version. Lucky old you.

So how does the new game (the futher, portable adventures of skeletal Sir Dan Fortesque) measure up? Well, it's pretty much exactly the same as its 32-bit predecessor. This isn't necessarily a bad thing – those old PSone classics did have their moments – but these days the *Medievil* 'comedy platform' experience feels woefully out of date. This is a shame as a lot of care and attention has clearly gone into putting the thing together, from the utterly fantastic Hollywood-standard soundtrack and gorgeous FMV to the 'hilarious' Monty Python-style (read: distinctly 'British') script and voice acting from Little Britain luvvie Tom Baker.

It's a shame then that the game itself feels so buggy and broken. For one, the frame rate is dreadful. It's completely beef jerky, which in turn has adverse effects on the fighting making battles boring and button bashy. Then there's a frankly unforgivable collision detection (or lack thereof), a problem that plagued the last game. Plus the relentless respawning enemies don't give you a moment's peace.

We do like the Hall of Heroes though – a Heavenly palace full of characters who award Dan new weapons and abilities designed to keep you soldiering on. Some of the village-based levels are fun too and often surprisingly impressive to the eye – despite that unbearable frame rate lag. Elsewhere the minigames are worth a quick blast.

Sure, it's a nice enough package, but just too creaky and rough around the edges to satisfy. **Andy Kelly**

■ *Medievil is out on launch day.*

PSM² VERDICT

Funny, likeable and full of neat ideas, but overall, buggy and annoying thanks to the utterly preposterous frame rate. Shame. Still, its heart's in the right place.

67

The MON£Y $HOT
Look – it's some tanks. They don't handle very easily, though, and when they crash it's more like two bits of wood colliding. Rubbish.

PS2

INFOSTRIP

DETAILS

Developer: SCEE London
Publisher: Sony
Players: 1-8
Memory Save: 192kb

GAMEFAX

Driving · Action · Network · Hard

FIRED UP

Mad Max meets *Twisted Metal*. Ish.

If the mere thought of crashing around grim dystopian futurescapes in jeeps with guns attached to them gets you all hot and moist, give *Fired Up* a blast. It's a free-roaming drive-and-shoot-'em-up that smirks of *Twisted Metal* and poorly-received Sony online title *Hardware*. The missions, however, are very *Grand Theft Auto* in nature, being timed challenges and 'kill X amount of enemies in X minutes'-style challenges.

Hardly original stuff, then, and, to be honest, quite frustrating. We'd have liked a break from the relentless nannying of NPCs and tedious delivery boy missions, but that's *Fired Up*'s 'schtick' and thus we're forced to go along with it. Once you get used to the furious pace it can be quite engaging, but on the whole it's too fast and ill-balanced.

The handling is similarly uninspiring. Land after a jump and you sort of judder and halt rather than bounce and land on your wheels. This is both annoying and confounding, seeing as you spend so much time leaping over ramps. It just doesn't 'flow' properly and feels fractured and twitchy, which is entirely at odds with the open-ended mission structure and 'free' levels.

Wireless play is predictably better than single-player, but the problem with the handling still remains and there's just too little to it. Skid around, park behind an enemy and shoot each other up. That's it.

We've always had problems with cars-with-guns-games (why do they bother?) and besides *Twisted Metal* (and by that we mean the early *Twisted Metal*s) they just can't get the driving/killing balance right.

Fired Up is worse than most. It doesn't even feel like a proper game – more like a tech demo. It could've been an enjoyable arcade shooter, but as it stands, it's just plumping up the PSP launch rack. **Andy Kelly**

■ *Fire this up on launch day.*

PSM² VERDICT

Flawed, unimaginative and a crashing bore. *Fired Up* sorely lacks any real depth and mission variation, which ultimately leaves you cold and wishing you were playing something else.

54

PACK IT IN: *MGS* as a turn-based card game? It's not quite what we had in mind, Koj.

PS2

INFOSTRIP

DETAILS

Developer: Konami
Publisher: Konami
Players: 1-2
Memory Save: 336kb
Widescreen: Yes
50-60Hz: No
Surround Sound: No

GAMEFAX

Sequel | Board game | Hard | Addictive

METAL GEAR ACID

"Snake? Come in? Do you have Mr Bun the baker? Snake? Snaaaaaake!"

When Sony announced PSP, we were excited. When Konami announced that they working on a PSP exclusive version of *Metal Gear* we were ecstatic. But when we they said it was a card-based, turn-operated action-strategy game...

It works like this. You are Snake (and later Teliko) and you must infiltrate areas either silently killing or avoiding enemy guards. Each area has a start and an exit which you must reach and as you go you reveal more of the plot. In order to move, kill, hide, anything you have to play a card from your deck. Cards are either weapons or special moves, or can simply be given up in exchange for moving paces across the grid-like world. Move five spaces towards a guard then play a SOCOM in order to cap him. It's all about using cards in the right sequence to get the most from them. After your go, the attention switches to your enemies who play cards from their decks, swiftly moving around, or simply passing and staring stock-still at your escape point. It's easy to pick up and – once you've learnt the points system which determines how many moves you're going to get per turn – surprisingly obvious.

Problems come with the in-game camera that never shows you enough of the area for you to make a proper decision. And should you head off in the wrong direction, back-tracking can take ages. You move... They move... You move... Etc... Much of the game involves getting murdered then repeating your exact series of moves until you're back where you can try something else.

The worst moments are when you're left cowering behind a wall, waiting turn after turn to be dealt a 'stun-grenade'. Of course, this isn't in the spirit of the game but, after ballsing it up ten times previously, you're in no mood to take any risks.

It's a clever game that could surprise *MGS* fans. If it'd just tightened things up, it would have been even better. **Daniel Griffiths**

■ *Acid is available in the UK shortly after the 1st September launch.*

PSM³ VERDICT

It's fairly sizey but, as with all *MGS* games, there is a conclusion and there's little more fun you can have once you've reached it. How about a 'real' *MGS* next time though?

57

WIPEOUT PURE

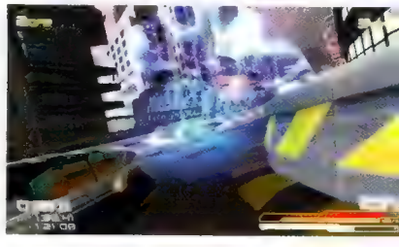
Forget lacklustre past efforts and enjoy one of the fastest, most enjoyable racers on your PSP.

PSP and *Wipeout Pure* go beautifully together. Both are modern, polished and a gleaming example of how lucky we are to be gamers in the 21st century. From the stylish intro movie to the minimalist, modernistic menus to the game itself, everything feels fresh, contemporary and appropriate for the year 2005.

"Surely not?!" we hear you squawk. "Isn't it just a cynical and needless port of a PSone game from eleven thousand years ago?" Well, no, because, contrary to popular belief, *Wipeout Pure* is a step forward for the series. Not a galaxy-lapsing surge into the unknown, but rather a convenient and timely hop into the realm of the handheld. You see, it's been tweaked for play on the move but still retains enough bulk and substance to appease those looking for something a little more substantial than the simple arcade thrills of *Ridge Racer*.

OK, so it's not *Gran Turismo* with spaceships, but there's lots to do and see along with downloadable content including new tracks, ships and music. There's also a couple of new game modes, including the immensely exciting 'Zone'. In this, you're plonked on a super-stylish track that looks like something out of Tron and propelled forward at increasingly rapid speeds. Your goal? Simply to survive as long as possible

After the travesty that was *Wipeout Fusion* with its inexplicable glue-your-craft-to-the-track nonsense, *Pure* goes back to the old style of being detached and



PSM2 SILVER AWARD

INFOSTRIP

DETAILS

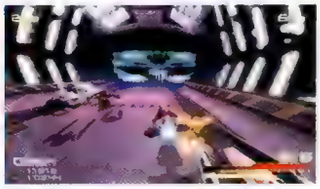
Developer: Studio Liverpool
Publisher: Sony
Players: 1-8
Memory Save: 432kb

GAMEFAX

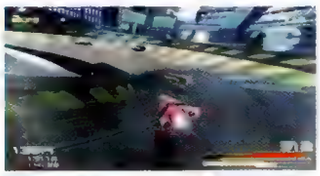
Racing
Addictive
Sequel
Hard

THESE ARE THE BRAKES

Like all of its predecessors, *Wipeout Pure* uses a unique air brake system so as well as turning you also have to take leaning through corners into consideration. Initially it's confusing – you'll brake too much or too little and end up wedged between a wall and another racer – but as you get better at the game, so your skill increases with the brakes and you master the ability to powerslide around corners. If you're good, you can slide out of a missile's path too.



SLIDE REMARK: **Bash off the edges too much and you'll blow up. Master the air brakes, eh?**



HANG TIME: **You can manoeuvre your craft in mid-air by flicking the air brakes on and off.**

free. Not only does this mean you can fall off the track, but it also gives a greater impression of actually chucking a massive piece of floating metal around a futuristic rollercoaster. You feel in control of the craft and there's a greater sense of danger and immediacy – exactly what made the PSone versions of the game so hugely appealing to everyone.

Wireless play is also superbly executed. Up to eight people can duke it out over Wi-Fi though frame rate does suffer slightly. The weapons suit multiplay perfectly – leave trails of mines, fire heat-seeking missiles, drop bombs – and there's a smattering of other neat features, including an auto-pilot that nudges you around the track. Perfect for that corner that you can never master. If you're a fan of the *Wipeout* series or simply appreciate a robust, well-designed game, *Wipeout Pure* is pretty much an essential PSP purchase. **Andy Kelly**

■ Pure *is available alongside PSP.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Responsive handling and worth mastering. – Initially quite difficult. Will annoy rookies.	+ Amazing lighting effects and overall design. – Frame rate could be just a little better.	+ Excellent soundtrack complements the action. – If you hate electronic music, you've a problem.

LIFESPAN

If Sony can keep churning out downloadable content throughout the year, it should extend the lifespan considerably.

MINUTES — YEARS

IT'S BETTER THAN...
NFSU: RIVALS

IT'S WORSE THAN...
RIDGE RACER

A paragon of good design. The depth of play and exquisite track design really show what PSP is capable of. A shame we've seen a lot of it before, but still a very worthy purchase indeed.

84

BACK YOUR BUDDY: Play as Jack Nicklaus. Not as Jack Nicholson. That would be stupid.

TIGER WOODS PGA TOUR 2005

Another mini PS2 game. But you do get to play Wi-Fi bingo, bango, bongo.

INFOSTRIP

DETAILS

Developer: EA
Publisher: EA
Players: 1-4
Memory Save: 288kb

GAMEFAX

Sports
Addictive
Official License
Hard

If you go down to the woods, so the rhyme goes, you're in for a big surprise. And that's never been truer when talking about *Tiger Woods* on PSP. When you tee off on the first hole, Tiger goes off on a spectator-killing rampage with a sawn-off shotgun before downing a bottle of vodka vand passing out in a pool of his own vomit.

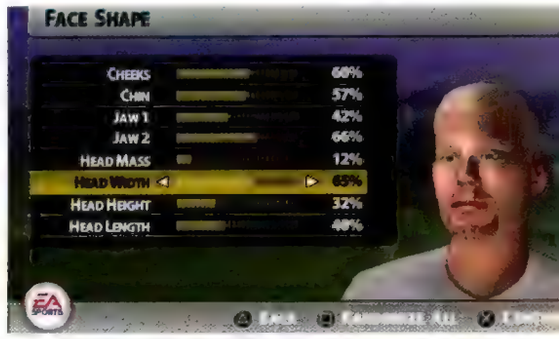
No, just kidding. Ho ho. The truth is far less radical. *Tiger Woods* PSP is exactly as you'd expect a handheld version of EA's excellent golf sim to be – slick, addictive, rammed with different game modes (strokes, skins, driving shootouts and so on) and fronted by one of the least charismatic men in golf and, indeed, the world. No offence, Tiggs. Anyway, the most recent PS2 version was very good (82%, PSM2#54) and this is almost as good as that. But, crucially, not quite.

You see, the problem with this PSP version lies with Woodsy's patented swinging system (flip the stick back for backswing, forward for forward swing and hammer ⓞ for extra power). Let's face it, the PSP stick's not as precise or sensitive as the PS2 stick, meaning, ultimately, that you're more likely to screw your shots in some horrible direction through no real fault of your own. It's not crippling, by any means, and you certainly get used to it, but Tiger veterans will notice the difference straight away.

PSP exclusive stuff? Not a whole load, we're afraid. In fact, there's just Bingo, Bango, Bongo, which might sound like some sort of sex orgy in a bingo hall, but (sadly) isn't. Instead, it's basically a wireless race between players to see who can achieve a series of objectives first – get to the green quickest, hole the ball fastest, that sort of thing. Wireless mode as a whole works well, in fact, without any major slowdown or graphical glitches. Which is nice.

With only the fun and wacky golf-gone-barmy *Everybody's Golf* as competition, *Tiger Woods* PSP has the 'realistic' game sewn up. But you can't help feeling that, with tinkering, this could've been much more than just an 'inferior to the original' PSP port and instead would have been something truly outstanding in its own right. Still, it's the only 'serious' golf game on PSP. **David Cook**

■ Tiger *is available from PSP launch.*



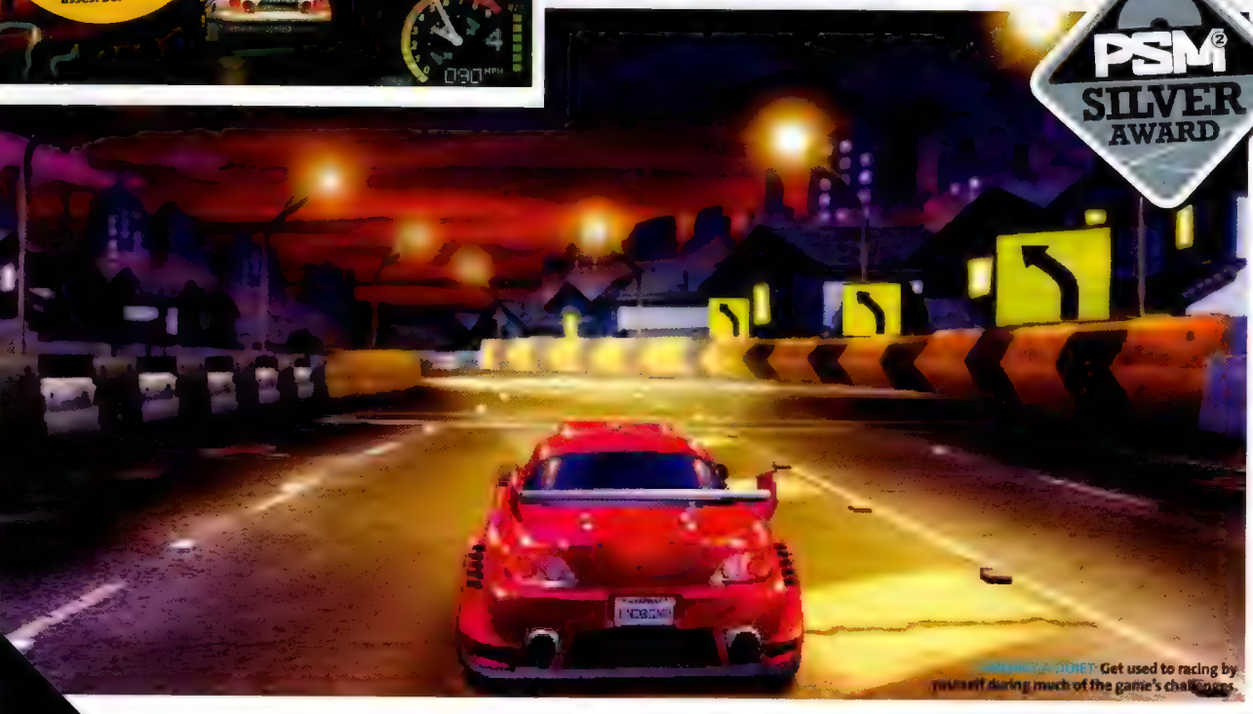
TIGER DADS: You can create your own wacky players but Tiger remains disapointingly uncorruptable.

PSM2 VERDICT

Not as good as the PS2 version, sadly, but still just the sort of game you'll love on lengthy coach trips. It could do with a bit more polishing next time out, though.

76

The MON£¥ $HOT
The best way to experience NFSUR is to get Wi-Fied up and make sure all your friends know you 'Own' their sobbing asses. Bo.



SPEED DEMON: Get used to racing by yourself during much of the game's challenges.

SWEET DRIVE OR DRIVEL?

A ton of content is no use if the handling's rubbish, but relax – it's sweet. There are even noticeable differences once you get your suspension tweaked up, mainly in stability, happily. Standard cars can be oversensitive, but a little practice with the analogue stick helps as much as anything. Drifts are easy, jumps look good and all 20 cars and the four boss vehicles feel very familiarly *NFS*. It's very good, but there's clearly more to come from PSP – and that makes us happy.

EASY RIDER: Performance is simply displayed, but there's still lots of good stuff to adjust.

PARTY MIX: Tuning is important as ever, but it's not everything. Aceing the shortcuts counts too.

NEED FOR SPEED UNDERGROUND RIVALS

Take the biggest-selling bling-racer in the world and squish it onto PSP. Something's got to give...

INFOSTRIP

DETAILS
Developer: EA
Publisher: EA
Players: 1-4
Memory Save: 128kb

GAMEFAX
Racing · Addictive · Sequel · Network Play

TRIVBURST
- The now-familiar TRAX manager features much the same music – hip hop, mainstream nu metal and whiny US pop punk – as the PS2 version

PUBTALK
The smart arse thing to say down the boozer.
"I own you. It says so on your screen. Owned. It says Champ on mine... and you can only get rid of that by beating me."

The Rivals subtitle may be meaningless – as is the *Underground* one, come to that – otherwise, this is a pretty significant game. Rather than taking the cut-down, stripped-out approach you might be used to with the rest of the games here *NFSUR* floods its players with everything you'd expect of a full-on PS2 title. Career mode, multiplayer, performance tuning... the possibilities roll in.

It's not a port of *NFSU2*, and the nature of the new platform has clearly been noted. Even career mode can be played in one or two-minute chunks, and it's all about immediate action – there's no wandering around empty streets looking for a race. They're impressively good-looking streets, mostly, swooping and swirling to almost rollercoaster-like extremes and providing frequent lunatic jumps. It's much wilder than the PS2 versions.

Occasional chunks can look a bit low-res but the jumbled industrial landscape, shot through with neon, is pretty sexy. And it all moves with great smoothness and surprising speed – particularly when you hit the nitrous and feel the familiar yank into blurry hyperspace. Impressive.

Alongside the central street racing (which even includes the odd traffic car for damageless slo-mo collisions) are the familiar Street X events, Drag and two new modes. Street X races are the ones on short, right-angled tracks... and here they just look and feel strangely old-fashioned. The addition of corner numbers on signs was wise, as there's little else to distinguish where you are. More colourful (and fun) is Drift Attack, where you slide through designated areas as quickly as possible, and the party play option where you play up to four others at all event types on one unit, hotseat fashion. And there's Rally Relay, where you pit for a new car after a lap, and Wi-Fi battles, and car-modding in garage mode, and... loads of stuff. Portable, then, and immediate. But just a little 'throwaway' as a result.

It's a lesson in adapting a PS2 game for quick 'n' easy portable play. We prefer the career-heavy *MC3*. But it's a close race. **Steve Williams**

■ Import *Underground* now.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Big variety of race types, fast and dramatic. – You can spend a lot of time driving alone.	+ Smooth, speedy and often colourful. – Occasional ugly spots. And it's always dark...	+ Cut down version of familiar TRAX offerings – They're not cut down far enough for us...

LIFESPAN
Very impressive both in single and multiplayer. Pretty similar to playing the two PS2 versions – and that's praise indeed.
MINUTES — YEARS

IT'S BETTER THAN...
WIPEOUT PURE?

IT'S WORSE THAN...
RIDGE RACER

The driving is fun; the variety of tuning, customisation and race options is impressive; the Wi-Fi battles are great. It's *NFSU* Bitesize, but that's a limitation as well as a success.

84

Ringtoneking

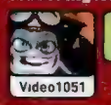
Pop Goes The Frog!

Ringtone Charts

	polyphonic	monophonic
1) 2Pac - Ghetto Gospel	Rin8885	Rin8895
2) Eminem - Ass Like That	Rin8886	Rin8896
3) Crazy Frog - Axel F	Rin8887	Rin8897
4) Akon - Lonely	Rin8888	Rin8898
5) Eminem - Mockingbird	Rin8889	Rin8899
6) James Blunt - You're Beautiful	Rin8890	Rin8900
7) Lee Ryan - Army Of Lovers	Rin8891	Rin8901
8) Daddy Yankee - Gasolina	Rin8892	Rin8902
9) K. Clarkson - Since U Been Gone	Rin8893	Rin8903
10) Charlotte Church - Crazy Chick	Rin8894	Rin8904

Warner Artists Music is not responsible for the content of the featured ringtones & may not be the only artists who have recorded the song.

Videoringtones



Crazy Frog
Axel F

Ringtone	poly	mono	real
Popcorn Mix	Rin8945	Rin8946	Real3530

The ALBUM

out on july 25th!

Ringtone	poly	mono	real
Crazy DJ	Star2089	Star2090	Star2091

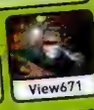
Wallpapers

Pic2894

Videoringtones

DJ Crazy Frog
Don't Eat Me

DJ Crazy Frog
Rock Me



Themes

Videos

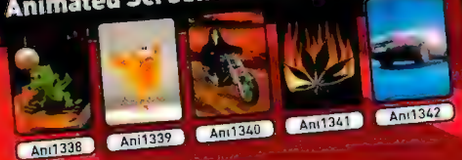
Games

Animated Screensavers

Crazy Sound Effects

Crazy Frog Original	Fun4810
The Frog Gets Shot	Fun4811
Crazy Frog Is High	Fun4812
Frog Is Puking	Fun4813
Frog & Girlfriend	Fun4814
Gooooooal	Fun4815

Animated Screensavers



Chartbreakers

	polyphonic	monophonic
50 Cent - Just A Lil Bit	Rin8905	Rin8915
Audio Bullys - Shot You Down	Rin8906	Rin8916
Bloc Party - Pioneers	Rin8907	Rin8917
Bobby Valentino - Slow Down	Rin8908	Rin8918
G.Day - Wake Me Up When…	Rin8909	Rin8919
Gorillaz - Feel Good Inc.	Rin8910	Rin8920
Green Day - American Idiot	Rin8911	Rin8921
K. West - Diamonds From Sierra…	Rin8912	Rin8922
M.V.P. - Roc Ya Body	Rin8913	Rin8923
Missy Elliott - Lose Control	Rin8914	Rin8924

Hot Stuff

	polyphonic	monophonic
50 Cent - Candy Shop	Rin8925	Rin8935
B. E. Peas - Don't Phunk With…	Rin8926	Rin8936
Beverly Hills Cop	Rin8927	Rin8937
Bodyrockers - I Like The Way	Rin8928	Rin8938
Exorcist (Tubular Bells)	Rin8929	Rin8939
Gwen Stefani - Hollaback Girl	Rin8930	Rin8940
James Bond	Rin8931	Rin8941
J. Stone - Don't Cha Wanna Ride	Rin8932	Rin8942
Mario - Here I Go Again	Rin8933	Rin8943
Mission Impossible	Rin8934	Rin8944

Realtone Charts

1) Faithless - Insomnia	Real3510
2) Crazy Frog - Axel F	Real3511
3) James Blunt - You're Beautiful	Real3512
4) 2Pac - Ghetto Gospel	Real3513
5) Ciara - Oh	Real3514
6) Eminem - Ass Like That	Real3515
7) Gorillaz - Feel Good Inc	Real3516
8) Destiny's Child - Cater 2 U	Real3517
9) 50 Cent - Candy Shop	Real3518
10) The Game - Hate It Or Love It	Real3519
11) Akon - Lonely	Real3520
12) Audio Bullys - Shot You Down	Real3521
13) 50 Cent - Just A Lil Bit	Real3522
14) Charlotte Church - Crazy Chick	Real3523
15) Tony Christie - To Amarillo	Real3524
16) Mario - Let Me Love You	Real3525
17) M. Carey - We Belong Together	Real3526
18) Bodyr. - I Like The Way You…	Real3527
19) Will Smith - Switch	Real3528
20) Eamon - F**k It	Real3529

Sound Effects

Angry Phone	Fun4790
Best Of Bo Selecta**	Fun4791
Best Of Britain**	Fun4792
Bogies (Dick And Dom)**	Fun4793
Captain Abu Dai-Air India	Fun4794
Check Your Text	Fun4795
Dark Telephone Force	Fun4796
Elvis - Caught In A…**	Fun4797
Fred Elliot**	Fun4798
Indian Phone Advisor	Fun4799
Its A Geezer	Fun4800
Joey - How Are You...**	Fun4801
Lou And Andy**	Fun4802
Man Uni. Commentary	Fun4803
Nessie - Fly Together	Fun4804
Peter Kay - Pick Me !**	Fun4805
Pick Up You Silly Moo!	Fun4806
U Have Got A Message	Fun4807

**Celeb sound effects are performed by voice artists.

Ringtoneking Stars

Ringtones	poly	mono	real
Dirty Turtles	Star2077	Star2078	Star2079
Nessie The Dragon	Star2080	Star2081	Star2082
Sweety Remix	Star2083	Star2084	Star2085
Little Birds Rock	Star2086	Star2087	Star2088

Videoringtones

Kiss Me

Peace Man

Videoringtones

Raghav
Angel Eyes

Eric Prydz
Call On Me

Soul Crew
Boyfriend…

Themes

Hemp

Blue Dragon

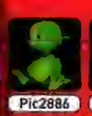
Fingerprint

Wallpapers

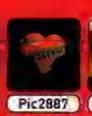
Pic2883

Pic2884

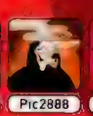
Pic2885



Pic2886



Pic2887



Pic2888

Pic2889

Pic2890

Pic2891

Pic2892

Pic2893

POLYHONIC RINGTONES Nokia 7250(i),6610,3510(i),6230,3100 Samsung E700,E800,E600,V200,E330 Motorola: V220,V500,V525,V600V300 SonyEricsson T610,T630,K700i,Z600,K500i Siemens MC60,SL55,A55,A60,C65 MONOPHONIC RINGTONES. NOKIA all popular handsets, SAMSUNG C100, N500, N620, R210, S100, S300 REALTONES Nokia 6230,3220,6600,7610,3200 Samsung: E800,E700,D500,E600,V200 Motorola: V600,V500,V220,V525 V300 SonyEricsson K700i,V800,K500i,S700i,P900 Siemens: SL65,C65,CX65,S65,CFX65 Sharp: GX 10(i),GX30,GX15,GX20,GX25 SOUND EFFECTS: Nokia: 6230,3220,3200,6600,6820 Samsung E800,E700,E600,D500,V200 Motorola V500,V525,V600,V220,V300 SonyEricsson: K700i,K500i,S700i,F500i,P900 Siemens: C65,SL65,CX65,CV65,M65 Sharp GX 10(i),GX30,GX15,GX20,GX25 COLOUR WALLPAPERS: Nokia: 6230,7250(i),3510i,8610,3220 Samsung: E800,E700,E600,D500,E330 Motorola V220,V500,V525,V600,V300 SonyEricsson T610,K700i,T630,K500i,Z600 Siemens: MC60,A60,C65,C62,SL55 WALLPAPERS will not work on handsets MOTOROLA A920, A925 and A1000 for "3" customers VIDEOS Nokia 6230,7610,6600,6610,3200 Samsung. D500 Siemens: CX65,SX1,M65,S65,SL65 Sharp GX30,GX25,GX20,GX15,902 ANIMATED SCREENSAVERS: Nokia: 6230,3220,6600,3100,7610 Samsung: E800,E700 P510,V200,E820 Motorola: V600,V220,V525,Razr V3,V300 SonyEricsson T610,K700i,T630,K500i,F500i Siemens: SL65,C65,A60,SL55,CX65 Sharp: GX 10(i),GX30,GX15,GX20,GX25 VIDEORINGTONES: Nokia: 3230,3650,3660,6260,6600,6630,6670,7610,7650,N-Gage,N-Gage QD THEMES: Nokia: 6260,6600,6620,6630,6670,6680,6681,7610 PICTURE MESSAGES & OPERATOR LOGOS NOKIA all popular handsets. More handsets on www.ringtoneking.co.uk

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Offers Subject to Alterations, Errors and Ommissions Excepted.

SKID ROW: Handling is, as you'd expect, even more difficult on ice.

INFOSTRIP

DETAILS

Developer: Traveller's Tales
Publisher: Sony
Players: 1-4
Memory Save: 256kb

GAMEFAX

Rally | Official License | Hard | Network Play

WORLD RALLY CHAMPIONSHIP

It's great! What? Colin McRae rally is better? Fudgesickles...

World Rally Championship has always been that bit more arcade-y than *Colin McRae*. In *WRC*, there are large tracts of track that allow you to simply put your foot to the floor and go, unconcerned with rallying realism, scenery belting past while the breeze flies through your hair. Until, that is, you hammer into a wall because you were too lost in the moment and didn't brake in time. That's the thing with *WRC*, you see – although it's big on speed, it's also big on making you brake and corner absolutely correctly, and it's an alignment that, although a bit weird at the start, soon begins to feel perfectly natural.

It's certainly fast and, at times, impossibly exciting. Tracks are full of jumps, bumps and precarious ledges for you to storm over with scant regard for your safety, there's loads of computer cars to race against, the ubiquitous Wi-Fi mode, a rousing – no, honestly – indie-rock soundtrack and a stack of real drivers from the Ford, Citroen, Mitsubishi and Skoda teams. It's great, and looks lovely too, if not as crisp as perhaps it could be.

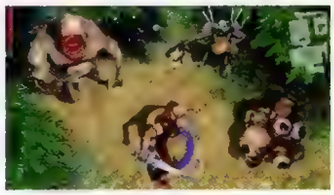
But it just lacks depth. There's nothing wrong with that, a lot of our favourite things lack depth – *Burnout*, Lindsay Lohan, paddling – but in pitching the game in such an arcade-like way, without *Colin*'s ultra-tight handling, car repair options and feeling of realism, in actuality *WRC* isn't really in competition with *McRae*. Instead, it's up against the likes of *Ridge Racer, Need For Speed Underground: Rivals* and *Midnight Club 3*. And, to put it bluntly, good as *World Rally Championship* is, it's simply not as good as either of those games. Still, maybe get this once you've 'exhausted' the other options. Car? Exhaust? Never mind. **David Cook**

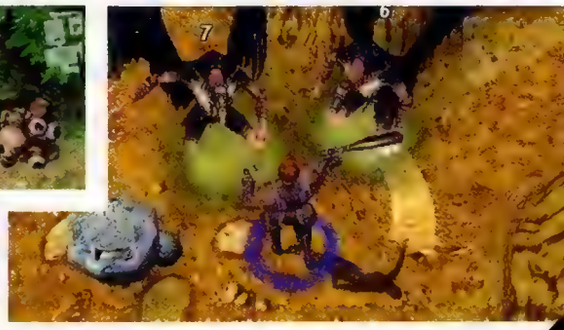
■ *WRC is out from day one.*

PSM2 VERDICT

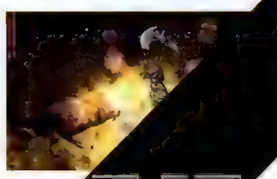
As a rally game, *WRC*'s not as good as McRae. As an all-out racer, it's not as good as *Ridge*. It's a terrific game, all the same, but try the others first.

80





FEB OF (LITTLE) INTRIGUE: Ooh, a big spider. Uh he sends a lot of these. Too many.



UNTOLD LEGENDS
BROTHERHOOD OF THE BLADE

A legend that's probably better off remaining unbought...

INFOSTRIP

DETAILS

Developer: Sony Online Entertainment
Publisher: Sony
Players: 1-4
Memory Save: 34kb

GAMEFAX

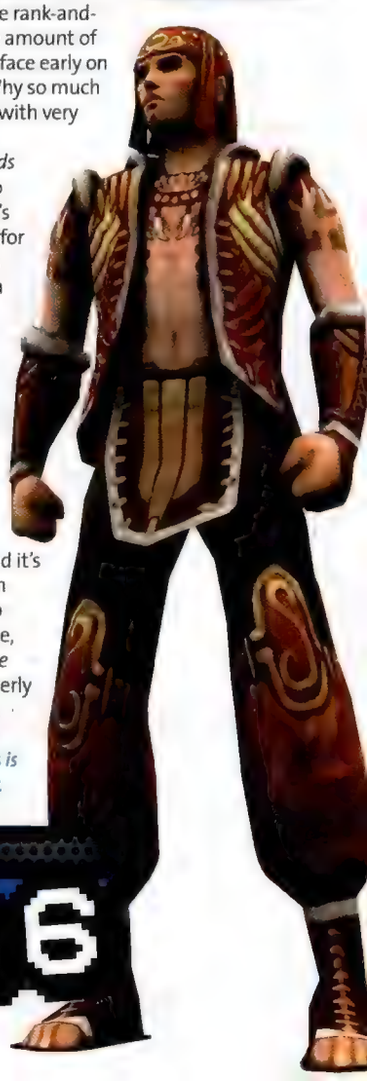
RPG | Goblins | Violent | Network play

Knights? Check. Wizards? Check. Miles and miles of boring dungeons? Check. Yes, it's PSP's first proper RPG and ticks all the boxes marked 'role-player' with such efficiency, you can practically feel the Sony marketing man sitting behind you with a clipboard, chewing the lid of his Biro.

However, for all its hackneyed clichés, there's a solid game lurking within *Untold Legends*. The plot sees you play as one of your brotherhood – wizard, knight, alchemist or, er, berserker – and attempting to battle the hordes of evil amassing upon the city of Aven. As you'd imagine, each has different strengths and weaknesses, but it certainly seems easier playing as the knight or the berserker, rather than the substantially less strong wizard of alchemist. Then you're packed off on your quest, which sees you talking to people for clues, hitting things with a big sword, collecting pick-ups (armour, rings, amulets and so on), hitting things with a big sword some more, upgrading your stats, exploring catacombs and cities, and hitting a few more things with an even bigger sword you bought off a market trader. And it all works well enough, but it's generic in the extreme. Why so many dungeons? Why so little imagination in the rank-and-file enemies – the amount of giant spiders you face early on is unbelievable. Why so much endless trudging with very little happening?

Untold Legends falls between two stools, basically. It's not deep enough for the hardcore – it's way too reliant on simple sword-slashing for that – but it's simply too, well, RPG-like to convert anyone who's not massively into the genre in the first place. It looks absolutely gorgeous, true, and it's fun for a bit, but in striving so hard to appeal to everyone, *Brotherhood of the Blade* fails to properly appeal to *anyone*. Oops. **David Cook**

■ *Untold Legends is out on launch day.*



PSM2 VERDICT

Untold Legends is an outcast. Too geeky for the *NFSU* kids, not geeky enough for the Games Workshop set. Expect stacks of unsold copies.

66

The MON£¥ $HOT

Just seeing the famous Colin McRae game reduced to a pocket-sized PSP reworking is pleasure enough. And it plays the type of tough too.

INFOSTRIP

DETAILS

Developer: Codemasters
Publisher: Codemasters
Players: 1-4
Memory Save: 4176kb

GAMEFAX

Rally | Realistic | Official License | Network Play

COLIN MCRAE 2005

It's McCrae-lly good fun! <dies>

One interesting thing we found while reading Colin's bio on *McCrae 2005*'s menu screens was that he's only actually ever won one single rally championship. *One*. Trading on past glories or what? It's like having a football game called *Blackburn Rovers All-Star Soccer* or an athletics title named *Paula Radcliffe's 'Phew, I'm Shattered'*. Fortunately, McRae's games are almost always great and the trend continues on PSP.

Hyper-realistic as ever, *McRae* offers the usual array of rally tracks from around the world, a season mode, a career mode, Wi-Fi link-up play and the ability to repair your car when you've knackered it into one too many trees. Perhaps more than any racing game outside of *Gran Turismo*, though, *Colin McRae* is all about The Handling. With capital letters. It's ultra-precise, requiring gentle prods and pokings of the D-pad (PSP analogue stick? Forget it) and dabs and jabs at accelerate and brake to avoid trackside obstacles and ensure you don't turn your motor into a mass of broken metal. Although not as exciting as *WRC*, it offers a lot more satisfaction in return as you shave precious seconds off your times and advance to the next stage of the championship. Simply flooring it gets you nowhere. Skill is everything in this game. It looks absolutely beautiful as well. Like Cameron Diaz proffering a tray of bacon sandwiches. Well, not quite.

Colin McRae is as terrific a simulation of rallying as ever. If you don't mind how utterly po-faced it is – you won't believe how *serious* your co-driver sounds – and don't mind the lack of other competitors (it's just you against the clock) then this is an alternative to PSP's army of more light-hearted racers. It could be a little too hardcore for many the pick-up-and-play PSP gamers but *CM* PSP delivers both long and short-term fun. **David Cook**

■ *Pick this up on launch day.*

PSM VERDICT

Although *McRae 2005* could feel a little more joyful – it's a *game*, not a driving lesson – it's still an impressive show of design and artistry. Worth having if you're serious about racers.

84

■ **Developer:** Sony ■ **Publisher:** Sony ■ **Players:** 1-8 ■ **Memory Save:** 736KB

EVERYBODY'S GOLF

Woods you believe it? Tiger loses his roar

With *Tiger Woods 2005* on PSP falling short of golfing genius, we pinned our hopes on this to putt (sorry) things right. We were spot on. Yep, the cutesy clubbers of *Hot Shots Golf: Open Tee* have knocked ol' Tiger off his pedestal with a well-aimed drive.

Hot Shots is simple. Press ⊗ once to set the power bar in motion, again to set the amount and once more to strike the ball cleanly. Easy. The whole experience – without wanting to sound whimsical – is charming. From the way that your caddy squeaks "nice shot" as you hit a sweet one onto the green to the way he slides down the grass to catch up with his ball, everything looks and plays brilliantly. Even the way that your golfer does an OTT back-flip and a Jacko 'hee-hee' raises a smile.

Chuck in a few bonus games and you've something seriously addictive that'll eat up all those lengthy bus journeys. A seriously worthwhile purchase. **Nathan Irvine**

■ *Out on launch day, but you guessed that.*

PSM VERDICT

The level of sheer fun means this game will appeal to even the most ardent golf haters. Fore!

81

■ **Developer:** Sega ■ **Publisher:** Sega ■ **Players:** 1-2 ■ **Memory Save:** 160kb

LUMINES

Brace yourselves for a block party.

You might remember us damning *Lumines* with faint praise a few months back. In our defence, it was easy to dismiss it in favour of the more high-profile Japanese launch titles like *Ridge Racer*. And yet, of all those early games, which is the one we're still playing daily? You guessed it. Hence this revised review.

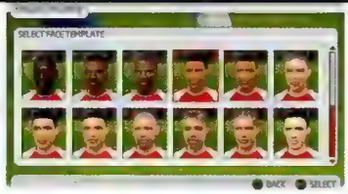
It's pretty much law that a new handheld requires a terrific puzzle game – the phrase 'better than *Tetris*' has been bandied about by some here at PSM2 – and *Lumines* doesn't disappoint. It's another 'falling block puzzle' game, in which you line up squares of the same colour so that they disappear. But just before they do, you can drop other blocks on top, cause an almighty chain-reaction and watch in glee as the screen clears. It's massively addictive and, with its hypnotic techno-soundtrack and compelling metallic sheen-style graphics, feels like it's taking place in the brain of a Japanese robot from the future. Which is always a bonus. **David Cook**

■ *Buy this at launch. Seriously, do it.*

PSM VERDICT

It'll eat your life away right. Like Tetris but more interesting and less annoying. True.

85



ROUT AND ABOUT

Challenge mode is a welcome diversion from the serious footie action. Hitting the pitch here will put you in various footballing situations from history. So you could be <ahem> coming from behind like the French did against England in the 2004 European Championship or recreating Arsenal's 4-0 demolition of Charlton from earlier this season. There are 40 of these challenges to work your way through, so they should last you a while. And there's also the chance to custom build your own situation and let your mate try to overcome your devious footballing scenarios.

The MON£¥ $HOT
As you can see, it all looks absolutely excellent, with all the correct kits and stadia. Visually, *FIFA* remains as much of a treat as ever.

EURO-LLING BACK THE YEARS: **You can set up past Champions' League matches.**

MONACO FLOW: **Always wanted to bring Monaco back from a 4-0 defeat? Now you can.**

FIFA 2005

It was odds-on to be a launch title and EA haven't disappointed. Well, not in that respect, anyway.

There are irrefutable rules in life. Day follows night. Three buses will turn up at once. An open packet of Haribo is an empty packet of Haribo. And, of course, a new games format means EA churn out another instalment of *FIFA*. The multi-million selling football game has always been second best to *PES* on PS2. But with no *Pro Evo* on PSP until November, EA have the chance to dethrone the current (and only) champion, Sony's *World Tour Soccer*. And guess what? They've only gone and fluffed a one-on-one opportunity.

From the opening whistle, you'll appreciate the effort that's gone into the visuals. Menus are easy to navigate, stadiums are well represented and the players, apart from looking a little like extras from Shaun of the Dead, are well constructed. Simply put, football has never looked this good on a handheld. So what's our gripe? The controls and some awful glitches.

Despite EA making futile attempts to convince us *FIFA 2005* isn't just a direct port from PS2 to PSP, we beg to differ. Apart from Flashback, which lets you save a game at any stage and return at a later time, everything else remains pretty much the same as it ever was. There are still hundreds of teams to choose from and loads of game modes to play through (World Cup, Season and so on).

But one unnecessary transfer to PSP is the complex control system. Why it hasn't been streamlined is anyone's guess. First Touch and skill moves are assigned to the D-pad, while player movement is on the analogue. So unless you've got a second mutant-like thumb on your left hand, you're going to have to let go of the stick to pull off a crucial feint or shimmy. Rubbish. Not only that, the analogue makes positioning shots a chore, meaning you usually shoot towards the corner flag rather than the top corner of the goal. *World Tour Soccer* has a simplified control system (and the ability to change between D-pad and analogue) and it works fine. Expect *FIFA 2006* to copy it. Another woeful glitch is the way the game freezes before the ball crosses the touchline. It totally shatters the illusion of reality – the game *knows* the ball's going wide, and starts loading the goal kick before it actually happens. Crude. Loading times are equally poor, with agonising pauses between tactics screens and menus.

It's a shame that the controls and graphical glitches spoil an otherwise astute footie title. It's certainly playable enough, and drilling home a 30-yarder with Rooney still feels deeply satisfying but, just like Kieron Dyer, *FIFA 2005* looks like it could well be quite special, then buggers it up by being brain-scaldingly stupid. Damn. **Nathan Irvine**

■ *FIFA 2005 is out on September 1st.*

INFOSTRIP

DETAILS
Developer: EA
Publisher: EA
Players: 1-2
Memory Save: 112KB

GAMEFAX
Sports
Official License
Network Play
Sequel

TRIVBURST
- Challenge mode allows you to recreate famous matches from history.
- Wireless head-to-head play mode.
- EA Pocket Trax™ lets you listen to the soundtrack and watch selected music videos.

PUBTALK
The smart arse thing to say down the boozer.
"The PSP version is latest in a long line of platforms to receive the dubious benefit of *FIFA*. It's been on more than 20 other formats, including 3DO, Game Gear and mobile phones."

PSM VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ A solid game of footie in the palm of your hand. – There's little in the way of innovation.	+ Nice player visuals and character animations. – The touchline glitch is really annoying.	+ Brilliant atmospheric stadia set the mood well. – The soundtrack tends toward the bland.

LIFESPAN
With so many teams, tournaments and leagues to play through, you've got plenty of replay value in this one.
AMATEUR — YEARS

IT'S BETTER THAN...
FIFA STREET PS2

IT'S WORSE THAN...
WORLD TOUR SOCCER

It had the potential to be one of the best titles on PSP, but it's marred by a dodgy control system. Agonising loading times and graphical glitches mean this is for undiscerning footie nuts only.

68

The MON£¥ $HOT
Although bagging a hat-full of goals is obviously great, timing an inch-perfect tackle and stopping a certain goal feels damn good too.

PSM2 SILVER AWARD

INFOSTRIP

DETAILS
Developer: Sony London
Publisher: Sony
Players: 1-2
Memory Save: 640kb

GAMEFAX
Sports
Addictive
Network Play
Hard

WORLD TOUR SOCCER

No *PES* yet, but *World Tour Soccer* is something of a supersub...

We've all played post-pub games. *Singstar*, *Mashed* – even *PES* can be classed as a drunken after-hours affair. But there's a void. What about when you get down the pub, find the pool table clogged up with soggy beer mats and the table football clogged with rust? You could settle for a game of darts. But wait. *World Tour Soccer* is here to help.

World Tour Soccer offers simple, faff-free footie – ideally suited to portable gaming. Whereas *FIFA* on PSP (see page 82) has, insanely, tried to port the PS2 controls directly to PSP, Sony have stripped them down to the bare minimum and, as a result, *WTS* feels exactly how footie on a hand-held should. The tricks are performed by holding L1 and pressing ○, ✕ or □, meanwhile △ launches into a Pires-style dive. Simple. However, the D-pad could be more responsive. Diagonal running is a tricky affair, and it doesn't feel much more effective with the analogue stick.

We thought Sony might cut corners to keep the frame-rate smooth but, apart from Peter Drury's slightly truncated commentary, the action is fluid. The graphics, meanwhile, are solid and impressive, if not actually dazzling or jaw-dropping. But it's all good stuff. So here's to *WTS* and gaming in pubs. The loser of the next match gets the beers in. **Nathan Irvine**

■ WTS *is available from PSP launch.*

PSM2 VERDICT

The introduction of football to PSP sees Sony draw first blood. Thanks to the easy-to-use controls and smooth action, they've set a high benchmark for others to try to reach.

80

PSM2 BRONZE AWARD

■ **Developer:** Capcom ■ **Publisher:** Capcom ■ **Players:** 1-2 ■ **Memory Save:** 80kb

DARKSTALKER CHRONICLES THE CHAOS TOWER

Street Fighter with vampires... Sort of.

Ignored pretty much everywhere outside of Japan, the *Darkstalkers* series is basically a horror version of *Street Fighter* with mummies, zombies and vampires in place of martial artists. It's completely ridiculous, but therein lies its peculiar charm.

The first thing that gets you is how smooth it is. The intricacy and fluidity of the animation is beautiful. But it still suffers from innate simplicity. You can only drag so much out of a 2D beat-'em-up, and *Darkstalker* is definitely no exception. There's a myriad of moves and combos, but when you've learned them, you've learned them. It's disarmingly easy. We rattled through arcade mode in about ten minutes. Ramp up the difficulty from the off if you want even the slightest challenge.

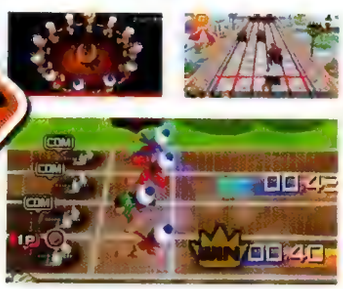
Chaos Tower is good and does what it does very well. But it doesn't do much. Hardly a must-have title for your brand new PSP. **Andy Kelly**

■ *Buy* Chaos Tower *on launch day.*

PSM2 VERDICT

Chaos Tower suffers from simplicit, and doesn't offer a lot. Good, but a one-trick pony.

74



PSM2 SILVER AWARD

■ **Developer:** Sony ■ **Publisher:** Sony ■ **Players:** 1-2 ■ **Memory Save:** 464Kb

APE ACADEMY

Everybody likes monkeys. Fact.

***Ape Academy* is a great example of what handheld gaming is all about. There's no complex storyline and no overly hard levels. It's just you, hundreds of monkeys and a big bag of fun.**

From helping a precarious stack of apes reach a giant banana to having a kung-fu battle on a cliff top, each minigame is completely different to the last. The sheer variety of games means that you never get bored with the Academy mode, but with the games being no longer than two minutes each, there should've been a Free Play mode so we could play our faves on demand.

The whole game looks and feels smooth. Guiding the analogue stick to deflect a cascade of flying arrows works perfectly and the ape air hockey game shows just how well the PSP can handle quick paced animations – and two-players on one PSP. Devilishly addictive fun for – yes – all the family. **Nathan Irvine**

■ *A must-have launch day purchase.*

PSM2 VERDICT

Apart from the slow loading times, this is one of the best games on PSP. Get it in.

85

The MON£Y $HOT
The advanced full Grand Prix mode is a real test of endurance. Lap after lap for upwards of an hour. One for the real hardcore.

PSM2 BRONZE AWARD

INFOSTRIP

DETAILS
Developer: Traveller's Tales
Publisher: Sony
Players: 1-8
Memory Save: 256kb

GAMEFAX
Driving
Realistic
Hard
Official License

F1 GRAND PRIX

Decent, but unexceptional, F1 racing.

Traveller's Tales, the guys who made *F1 Grand Prix*, are primarily platformer developers – they've made *Lego Star Wars*, *Crash Twinsanity* and *Haven* among others – which may explain why this version pales in comparison to its bigger PS2 brother, developed by battle-hardened driving experts Sony Liverpool. Still, they've done a fine job considering they've scarcely designed a driving game before and F1 fans will flip at squeezing Jenson Button into their back pocket.

But beneath its flashy exterior lies a pretty simplified game. The handling is our major gripe – it feels twitchy and there's no real sense of speed, making further muting the realism. You get used to it after a while, but then a particularly sharp bend pops up and you bumble over it like you're driving a remote control car. It' works but it lacks the refinement of the PS2 version.

On the other hand, as far as content goes, it's pretty packed. There's a full Grand Prix season to go through, multi-player for up to eight people, a *TimeSplitters*-style challenge mode (your brakes are faulty, get to the pits within 60 seconds before you crash out etc.) and even an option similar to *Gran Turismo*'s 'B-Spec' that lets you watch a randomly-generated AI race. Should you really want to. The licenses are all intact too, so you can choose between Scuderia, Williams, McLaren, Renault, BAR Honda, Jordan and numerous other teams, even down to drivers including Coulthard, Button and Raikkonen.

But ultimately, *F1 Grand Prix* is a bit flat and unexciting to play. You'd be better off with the sparkly futuristic delights of *WipEout Pure*, the visceral arcade thrills of *Ridge Racer*, or the undiluted realism of *Colin McCrae 2005*. But, alternatively, if you're madly in love with the sport of Formula One and like your driving games harsh, cold and robotic, this is a good choice, if one that's hardly essential. **Andy Kelly**

■ *Out on September 1st.*

PSM2 VERDICT

F1 GRAND PRIX

A much more realistic alternative to the likes of *Ridge Racer*, but on the whole a rather dull and unexceptional racer that rarely exceeds being any more than 'all there' and 'alright'.

71

PSM2 SILVER AWARD

■ Developer: Namco ■ Publisher: Sony ■ Players: 1-8 ■ Memory Save: 272kb

RIDGE RACER

English version as good as the Jap version.

We salivated over the Japanese version way back in issue 59. And the UK version is just as good.

It's hard to imagine a better showcase for PSP than *Ridge Racer*. It features tracks from throughout the series, with car handling and presentation that has literally been ten years in the making. It's all about the 'drift' – sliding your car to make high-speed turns possible – which powers-up a new nitrous system, delivering speed ups at strategic moments. Playing the original *Ridge Racer* track on a console that fits in your pocket is a revelation. The World Tour mode racks up 24 famous *Ridge* tracks for a single-player challenge that will last you weeks. You can even play wirelessly, full-screen in an 'up to eight-player' link-up mode that shows what PSP's Wi-Fi is capable of. You want a game to show off your PSP? You just found it. **Daniel Griffiths**

■ *Ridge is available from September 1st.*

PSM2 VERDICT

Shows what PSP is capable of and right now one of the main reasons to buy one.

88

PSM2 SILVER AWARD

■ Developer: Namco ■ Publisher: Sony ■ Players: 1-8 ■ Memory Save: 272kb

MIDNIGHT CLUB

The ultimate ride – right in your hand.

It's not quite as fast as *Wipeout Pure* or as smooth as *Ridge Racer*, but one thing is for damn sure – *MC3* looks the absolute business.

San Diego, Atlanta and Detroit have all been recreated from the PS2 version and all the shortcuts and special effects have made the transition intact.

It's a shame that the car damage is all but gone though. Plus there's no motion blur is and the occasional dropped-frame mean that races feel slightly slower than on PS2.

Wi-Fi is present and correct – bump into someone with a cop and you can play for cars so if you like the idea of funking up your ride in the lift then gambling it on the bus home, then there's still nothing else quite comparable to *MC*. **Duncan Leigh**

■ *The Club is out shortly after launch.*

PSM2 VERDICT

Take pride in your ride. Slightly trimmed from PS2, but the new Wi-Fi gambling is the biz.

87

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The MONEY SHOT
Pulling off an inexplicable combo of tricks feels as good on PSP as it does on a big TV. If only we could do this in real life. We'd be happy then.
SWITCH
2,547 X 3
Manual + 360 Flip + HandStand

SPECIAL
SWITCH
0 / 1000 GOAL PTS.
2,760 X 1
FREAK OUT!
GOING UNDERGROUND: You've got the entire city to explore from the original Underground.

PSM2 SILVER AWARD

PSP

INFOSTRIP

DETAILS

Developer: Neversoft
Publisher: Activision
Players: 1-4
Memory Save: 346kb

GAMEFAX

Extreme Sports
Hard
Network Play
Sequel

TONY HAWK'S UNDERGROUND 2 REMIX

We can't help but feel that something has been lost in translation...

Playing *Tony Hawk's* on PSP feels strange. It looks the same, the content is the same, but... well, maybe it isn't suited to such a small screen. We found ourselves squinting, trying desperately to find something to trick from in order to keep a line going, usually ending in a humiliating bail. It's also immensely fast, which should theoretically be good, but again it can make spotting things difficult – it's hard enough trying to manual across a tiny plank on a gargantuan 42" television, let alone a miniscule 480 by 272 screen the size of a Weetabix.

It's a port, you see. Rather than create a standalone game *for* PSP, Neversoft have 'remixed' the PS2 version of *THUG2* and, shamefully, 95% of the game remains exactly the same. Because of this, the frame rate is inconsistent and the controls don't complement the button layout.

It is, however, a technical marvel – in one 1.8gb UMD, Neversoft have managed to include over 20 skaters, around 18 levels (including two exclusive to PSP), create-a-skater mode, face mapping (using pics from memory stick), over 20 songs and basically everything else the PS2 version had to offer. It's as complete a package as any full-scale console title and just goes to show that PSP games needn't be scaled down all that much to work well.

But the fact remains that even a port of *Pro Skater 3* would've worked better than this. The (relatively) simple objectives and beautifully-designed levels (Canada pumped our nads – specifically the car park at the bottom end with its endless combo opportunities) were very 'handheld' in nature, with three minute runs in favour of running about looking for missions. You could dip in and out, doing objectives at whichever pace you see fit, unlike in *Remix*. This is a wasted opportunity, although perhaps still worth a look as an example of just what PSP is capable of achieving. **Andy Kelly**

■ *Import Remix now.*

PSM2 VERDICT

A bit of a dodgy conversion, but otherwise a very, very good game. This amount of stuff on one UMD disc is amazing, and range of things you can do is remarkable. Not perfect, but very good.

81

PSM2 SILVER AWARD

■ **Developer:** EA ■ **Publisher:** EA ■ **Players:** 1-4 ■ **Memory Save:** 256kb

NBA STREET SHOWDOWN

Thank God it's not *FIFA Street*, eh?

NBA Street Showdown is by far the slickest of EA's franchises to hit PSP. Most of the features from the PS2 version have slam-dunked their way onto Sony's handheld, including the King of the Court career mode and the Gamebreaker moments. You've got all the character customisation options that you need, but, sadly, not the court creation mode from *NBA Street Vol. 3*. Nor does it have that game's extensive move set, but you can still alley-oop, unleash tricks and 'jam the rock' without fear of repetition.

It's all very moreish, from the main game through to the minigames (though there could be more of these). Even Shot Blocker (where you block free throws, natch) is addictive. And when you pass PSP around your mates, things can get seriously competitive.

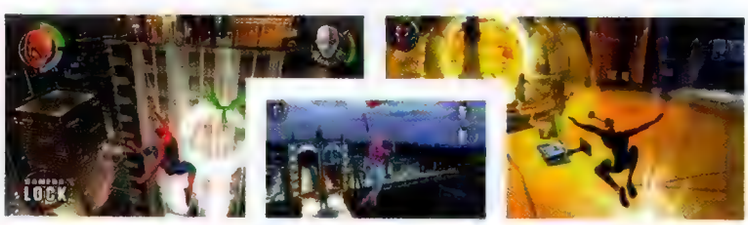
NBA Street Showdown is how sports games should be done on PSP – short bursts of fun, delivered in an uncomplicated manner. It's a good lesson for future titles. Go and check it out. **Nathan Irvine**

■ *Out September 1st*

PSM2 VERDICT

Plays a great game of basketball and is hugely entertaining. Worth a slam-dunk.

80



■ **Developer:** Vicarious Visions ■ **Publisher:** Activision ■ **Players:** 1 ■ **Memory Save:** 155kb

SPIDER-MAN 2

Spidey 2 could been 'amazing'. If only.

Vicarious Visions, who brought us the delectable *Spider-Man 2* on PS2, have crapped on all their good work by ditching the features that made Spidey's last outing so enjoyable.

Web-swinging is no longer the pendulum physics affair it once was. Instead you hit L1 to unfurl the first length of web, and then wrestle with the analogue stick to steer him in your desired direction. And don't worry about ledges to grapple onto – thin air will suffice. And if you were expecting to have a tiny Manhattan in the palm of your hands to explore at your leisure, then think again. *Spider-Man 2* is on rails. Blunder past goons, swing around erratically for a bit and have a boss battle. And that's it.

No joke, you can swing through the entire game in about three hours. Yes, Spidey may look almost as good as the first PS2 game, but this PSP version is lacking in atmosphere and totally disappoints. Most annoyingly, the developers haven't included *anything* new, instead simply opting to take *out* the best bits. **Nathan Irvine**

■ *Spidey 2 plops onto PSP for launch.*

PSM2 VERDICT

Treat this like an eight-legged creature on your wall and squash it flat. A huge disappointment.

50

The MON£Y $HOT
Sending back an unstoppable volley from a near-impossible angle remains one of gaming's greatest pleasures. Great stuff, it really is.

PSM2 GOLD AWARD

VIRTUA TENNIS WORLD TOUR

Sega *serve* up another slice tennis and we *love* it because it's *ace*. Sorry.

INFOSTRIP

DETAILS
Developer: Sumo Digital
Publisher: Sega
Players: 1-4
Memory Save: 1100kb

GAMEFAX
Sports · Addictive · Official · Network Play

Sumo know how to put together a decent game of tennis. They're responsible for the quality *Virtua Tennis 2*, which graced PS2s back when Acclaim had the license, money and a future. The series arguably houses the most realistic physics of any sports title on any platform, never mind the PS2. And we aren't disappointed with the PSP incarnation one bit.

Virtua Tennis World Tour caters for pros and novices alike. Positioning is the key and, for a few games against the CPU, you'll feel like Pete Sampras as you thwack thunderous strokes from the base line. But as the old saying goes, 'there's always someone better than you', especially if you end up playing via Wi-Fi connectivity. Newcomers will find this out the hard way, as *Virtua Tennis* experts demolish you with well-placed shots you would never imagine possible, leaving you swearing like a disgruntled McEnroe. But that's what's brilliant about *World Tour* – you constantly evolve as a player. Even when you think you've mastered it, you unearth tweaks to your standard strokes.

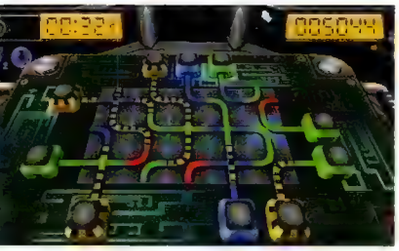
Most will playing solo, of course, and the World Tour career mode will keep you busy for months. You get to design your very own player and then play tournaments across the globe, winning trophies, earning cash and then levelling up your skills in an RPG-style. It's one of the most maddeningly addictive things you'll ever play (almost up there with the *PES* Master League) and the lure of playing one more match/tournament/season is intense. Sega's latest tennis classic offers bags of reasons for you to keep playing. And playing and playing. Game, set and, indeed, match. **Nathan Irvine**

■ Virtua Tennis World Tour *is among PSP's launch line-up.*

PSM2 VERDICT

This is a 'must have' title on PSP. *World Tour* shows how to combine a sporting simulation with easy arcade style and accessibility. The Roger Federer of tennis games.

91



■ **Developer:** Core Design ■ **Publisher:** Eidos ■ **Players:** 1-4 ■ **Memory Save:** 64kb

SMART BOMB

Neither smart, nor the bomb.

***Smart Bomb* was supposed to be *the* game for exercising our old grey matter. Well, after *Lumines*. Anyway, the press release mentioned something about our PSP being "turned into a bomb" that we'd have to diffuse through a series of puzzle-solving minigames. The truth is that this game is a ticking time bomb of frustration, which only succeeds in destroying your patience.**

So what's wrong with it? It's *too* hard for no justifiable reason. The plan of the game is that you must disengage bombs by breaking down tiers of intricate puzzles. These range from *Marble Madness* style circuits (where you have to guide, erm, marbles into specific holes while dodging fans and force fields) to tricky laser-guiding sections (in which you place mirrors in a particular order to deflect the beam into a target area). Each of these conundrums is complicated, but there's also a timer ticking down which creates unnecessary pressure and a greater chance of making a mistake. This, plus the shaking screen (to 'visually emulate' nervousness) and the frantic sound effects makes each failed attempt feel like you're being punished simply for playing. **Nathan Irvine**

■ Smart Bomb *is out for launch now.*

PSM2 VERDICT

Smart Bomb is knackered and offers very little in return for the effort of playing.

36

JIVE TALKIN': As ever with the Street games, NFL's full of flash moves and 'street' speak.

■ **Developer:** EA ■ **Publisher:** EA ■ **Players:** 1-4 ■ **Memory Save:** 832kb

NFL STREET 2

That's a park, not a street! Swizz!

PSM2 BRONZE AWARD

You can tell you're playing an EA game when you do something as simple as enter your name to begin and it tells you, "Feature passed! Awarded 3,500 credits!" and then goes on to award you obscene scores just for *taking part* in matches and mini-games, even if you quit out as soon as you begin.

Still, overlooking the ridiculous generosity, this is pretty much an identical port of *NFL Street 2* on PS2. And by identical, we mean just that – bar a few extra minigames, and a few less moves, this is exactly the same as its elder counterpart. Still, that means it plays just as well as before – the players are solid, choosing plays is straightforward, it looks stylish and it's not so complex as to befuddle newcomers to the dark art of AmFoot. In fact, it could be too easy, as even people who've never even *seen* a game can rack up points without breaking a sweat. Still, if you love the sport and want to play a fun version on the move, this is it. **David Cook**

■ NFL Street 2 *is another launch day title.*

PSM2 VERDICT

A tiny bit simple and way too similar to the PS2 version, but still good US footie fun.

72

ON SCREEN: UMD MOVIES REVIEWED

PSP plays more than games. We review every launch UMD you can buy (plus what we REALLY want to see on UMD).

ALIEN

The film that launched a thousand imitators and three sequels of varying quality (let's just skim over Alien Vs Predator, shall we?), Ridley Scott's haunted-house-in-space remains a claustrophobic, nerve-gripping classic. Piling on the tension and yanking the rug from your expectations (with Sigourney Weaver's Ripley emerging as an unlikely heroine), the canny director Scott chooses to keep his monster in the shadows, targetting our own fears through his characters' reactions. And when the big reveals do happen, he doesn't shy away from the full horror. Absolute class.

PSM VERDICT 92

INFOSTRIP

DETAILS

Starring
Sigourney Weaver
Tom Skerritt
Director
Ridley Scott
Certificate
18
Price
£19.99
Release
September 2nd

GHOSTBUSTERS

Only know Bill Murray from his recent work? Check out this top '80s comedy about a group of ghost-hunters. Grasping the holy grail – an effects-laden film that also manages to be laugh-out-loud funny – Ghostbusters plays the spooks straight but gets giggles from the guys. Murray, Aykroyd, Harold Ramis and Ernie Hudson are a great team and Sigourney Weaver (her again) makes for top totty. And while some of the shots are dated, it's the spirit that stands up.

PSM VERDICT 90

INFOSTRIP

DETAILS

Starring
Dan Aykroyd
Bill Murray
Director
Ivan Reitman
Certificate
PG
Price
£17.99
Release
September 2nd

13 GOING ON 30

Released September 2nd | Cert 12 | Price £17.99

Jennifer Garner charms her way through a wish-fulfilment rom-com with just enough edge to make it worth catching. Fun, but flimsy. Might get your girlfriend into PSP, you never know...

PSM VERDICT 60

A KNIGHT'S TALE

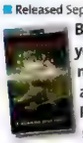
Released September 2nd | Cert PG | Price £17.99

Heath Ledger's lowly squire seizes his lance for glory as Brian Helgeland's adventure pumps modern rock into medieval times. Cracking stuff and funny to boot. Worth a look, no doubt.

PSM VERDICT 75

ANACONDAS: THE HUNT FOR THE BLOOD ORCHID

Released September 1st | Cert 15 | Price £17.99



Because YOU demanded it! Yeah, you, in the back, dribbling. This nonsense tale of giant snakes and awful actors waddles sadly onto PSP. Save your money for something worthwhile.

PSM VERDICT 10

BAD BOYS

Released September 2nd | Cert 18 | Price £17.99

Will Smith and Martin Lawrence get tough as drug-busting cops who somehow manage to destroy more cars than uphold the law. Top-notch explodo-nonsense from Michael Bay.

PSM VERDICT 82

CHARLIE'S ANGELS

Released September 2nd | Cert 15 | Price £17.99

Drew Barrymore, Cameron Diaz and Lucy Liu kick butt in a hyperactive TV remake. The Angels are super-agents dedicated to national security and cracking crime rings. The film? Like a mad sexy rock video. Nuff said.

PSM VERDICT 75

HELLBOY

Released September 2nd | Cert 15 | Price £17.99

Mike Mignola's cult comic book arrives courtesy of director – and fan- Guillermo Del Toro. With Ron Perelman as the big red star, this is a satisfying, exciting adventure. Really rather fine.

PSM VERDICT 86

HITCH

Released September 2nd | Cert 12 | Price £17.99

Will Smith is a famed "date doctor" who helps guys get the women of their dreams. But – plot alert! – all his schemes fail when he meets the perfect woman for him. Light, but decent rom-com stuff, although we'd still rather watch him blast aliens to bits in Men In Black. Can we get that on UMD, please? Or Independence Day at the very least.

PSM VERDICT 66

HOLLOW MAN

Released September 2nd | Cert 15 | Price £17.99

Scientist Kevin Bacon has finally perfected invisibility. Sadly, that's also the time he chooses to go crazy nuts and become a rapist/murderer. Paul 'Showgirls' Verhoeven's sci-fi thriller is an untidy, frankly dodgy effort.

PSM VERDICT 54

ONCE UPON A TIME IN MEXICO

Released September 2nd | Cert 15 | Price £17.99

Robert Rodriguez completes his 'Mariachi' trilogy in style with this star-laden epic final instalment. With all guns blazing and the sexy Salma Hayek, what more do you want?

PSM VERDICT 89

THE PUNISHER

Released September 2nd | Cert 18 | Price £17.99

Thomas Jane takes a stab (and a shot and a punch) at embodying Marvel's most brutal anti-hero. Sadly, the film's a mess, ruined by a crappy script and an OTT John Travolta villain.

PSM VERDICT 52

RESIDENT EVIL: APOCALYPSE

Released September 2nd | Cert 15 | Price £17.99

Milla Jovovich returns as the warrior woman forced to battle an entire city of zombies. Unless you're a die-hard fan of the movie, buy the game instead.

PSM VERDICT 40

STEAMBOY

Released September 2nd | Cert PG | Price £17.99

From the fertile mind of the man who made Akira comes this steam-powered story of a boy fighting to save his father and his home. A little underwhelming, but beautifully made.

PSM VERDICT 61

S.W.A.T.

Released September 2nd | Cert 15 | Price £17.99

Colin Farrell and Samuel L Jackson are the cops you call when even the regular cops can't help. Someone should call the police about this duff actioner, though. Both actors deserve better than this.

PSM VERDICT 52

SPIDER-MAN 2

With the original Spider-Man, Sam Raimi raised the bar in the white-hot world of comic cook moviemaking. With Spider-Man 2, he topped even his own work. Now that he had the origin story out of the way, Raimi had free reign to focus on the action, while never forgetting the characters. Maguire soars as Spidey, but also projects the right nerdy angst as alter ego Peter Parker. And as for Alfred Molina's Doc Ock? He pisses all over shonky first-film villain The Green Goblin.

PSM VERDICT 95

INFOSTRIP

DETAILS

Starring
Tobey Maguire
Kirsten Dunst
Director
Sam Raimi
Certificate
12
Price
£17.99
Release
September 2nd

UMD Reviews

PLAYED TO DESTRUCTION BY PSP EXPERTS

INFOSTRIP

DETAILS

Starring
Vince Vaughn
Ben Stiller
Director
Rawson Thurber
Certificate
15
Price
£17.99
Release
September 2nd

DODGEBALL

The cut-throat, competitive world of dodgeball (yes, it really exists as a cult American sport) gets the comedy treatment courtesy of the current "frat pack". Vaughn is the struggling proprietor of a gym for bunch of friendly regular types, under threat from fitness enthusiast White Goldman (Stiller, in top caricature form). The gags come thick and fast and the cast is more than up to the task. Plus, any film that has a cameo by David "The Hoff" Hasselhoff naturally gets extras marks. One of the best comedies of recent times is a more than welcome addition to the UMD launch line-up.

PSM VERDICT 91

// A CAMEO BY THE HOFF? EXTRA MARKS //

XXX

Released September 2nd ■ Cert 12 ■ Price £17.99

Top extreme sports loon Vin Diesel is recruited as a government agent. Things explode, Vin looks tough, Sam Jackson's in it. And it's really, really cheesy and awful. Hey!

PSM VERDICT 30

XXX: THE NEXT LEVEL

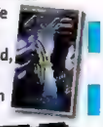
Released September 2nd ■ Cert 12 ■ Price £17.99

And it was all going so well. Then they made a sequel. Chubby Ice Cube never convinces and even Sam Jackson looks slightly embarrassed. Still, some decent set pieces are in place...

PSM VERDICT 25

ALIEN VS PREDATOR

Released September 2nd ■ Cert 15 ■ Price £17.99



Did we say don't mention AVP? We meant until now. While it's not as bad as we feared, it's not that good, either. One for completists, really. The worst in the series by a million miles, to be honest.

PSM VERDICT 59

THE LEAGUE OF EXTRAORDINARY GENTLEMEN

Released September 2nd ■ Cert 12 ■ Price £17.99

Or, How Not To Make A Successful Adaptation Of A Great Graphic Novel. A crud-fest about Victorian superheroes, this fails on most levels, including the action. Completely pointless.

PSM VERDICT 25

RESIDENT EVIL

Released September 2nd ■ Cert 15 ■ Price £17.99

Slightly less awful than its follow-up (see above), RE is nevertheless underwhelming for anyone who enjoys the games. Some decent zombie action on a tight budget.

PSM VERDICT 79

THE ONE

Released September 2nd ■ Cert 15 ■ Price £17.99

Jet Li is a future criminal who discovers that if he eliminates all his dimensional doubles, he becomes all-powerful. Decent premise, but a shoddy flick that never manages to entertain.

PSM VERDICT 47

HOUSE OF FLYING DAGGERS

Released September 2nd ■ Cert 15 ■ Price £17.99

Gloriously shot martial arts action never quite compensates for the utterly duff love story at its heart. Some superb action sequences, but it's somehow utterly forgettable. And the plot tries too hard to be tricky. Sigh.

PSM VERDICT 60

YOU GOT SERVED

Released September 2nd ■ Cert PG ■ Price £17.99

Break-dancin' street kids search for justification and glory through dance-flavoured face-offs. Much better than it sounds, but still average. It'd be more interesting to learn break-dancing yourself.

PSM VERDICT 58

INFOSTRIP

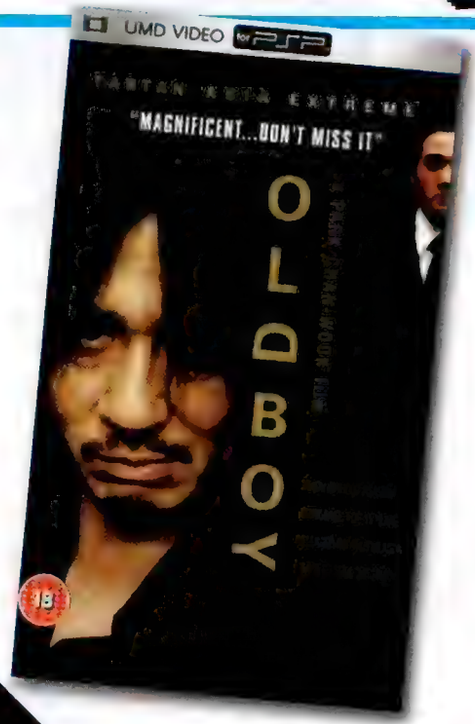
DETAILS

Starring
Will Smith
Bridget Moynahan
Director
Alex Proyas
Certificate
15
Price
£17.99
Release
September 2nd

I, ROBOT

Adapting a classic sci-fi novel is no easy task, but Alex Proyas and writer Akiva Goldsman tackled it with aplomb. It's not perfect, but I, Robot is a stripped-down, adrenaline-pumped summer blockbuster that also has a heart beating under its hardware. Will Smith's technophobic cop must track down a robot he believes is a murderer. And, naturally, there's more to it than that... Sleek yet subtle and with some serious Will power from the back-on-form Smith, I Robot is a tech-head treat.

PSM VERDICT 85



INFOSTRIP

DETAILS

Starring
Min Sik-Choi
Ji Tae-Yu
Director
Park Chan-Wook
Certificate
18
Price
£17.99
Release
September 2nd

OLDBOY

Park Chan-Wook (bless you)'s gripping revenge thriller is dark, dangerous and brilliantly performed. A kidnapped-but-freed man has five days to track down his captor of 15 years, or that decade-and-a-half is going to be followed by something much worse. Be warned: this is brutal, but genius stuff.

PSM VERDICT 90

PLEASE RELEASE ME!

They aren't out for the PSP yet. But they should be... these are just a handful of flicks that are crying out for a UMD release. Come on, Hollywood, you know you want to...

ANCHORMAN
Gut-busting comedy from Will Ferrell as a '70s news legend.

ALIENS
With Alien out, surely this should follow? James Cameron's all-action masterpiece.

STAR WARS/THE EMPIRE STRIKES BACK
Among the greatest sci-fi ever made, these must be a shoo-in.

FIGHT CLUB
The first rule of PSP should be: you WILL release Fight Club.

THE EVIL DEAD
Early madness from Sam Raimi – Bruce Campbell's Ash will conquer all!

GREMLINS
Monster comedy that takes the piss out of small-town Americana. Top stuff.

DOG SOLDIERS
British horror-com that shows we can show the Yanks a thing or two...

X-MEN 2
Spider-Man's only real opponent in the quality comic book stakes.

LORD OF THE RINGS: THE RETURN OF THE KING
Bladder busting fantasy epic that deserves some PSP love.

LEON
Jean Reno and Natalie Portman as ruthless hired assassins.

THE SPY WHO LOVED ME
Or Moonraker. Or, sod it, every Bond film.

COMING SOON...

Other movies confirmed for UMD release soon include the following:

- Napoleon Dynamite
- Terminator 3
- Toy Story
- Sin City
- Kill Bill Vols 1+2
- Tron
- Armageddon
- Gone In 60 Seconds
- National Treasure
- Labyrinth
- Van Wilder
- Predator
- Starship Troopers
- Not Another Teen Movie
- Van Helsing
- Saw
- Final Fantasy: The Spirits Within
- Team America
- Pulp Fiction
- The Warriors

3 THINGS YOU NEVER KNEW YOUR PSP COULD DO

Your PSP can do a lot more than just play games.

1 RUN EMULATORS

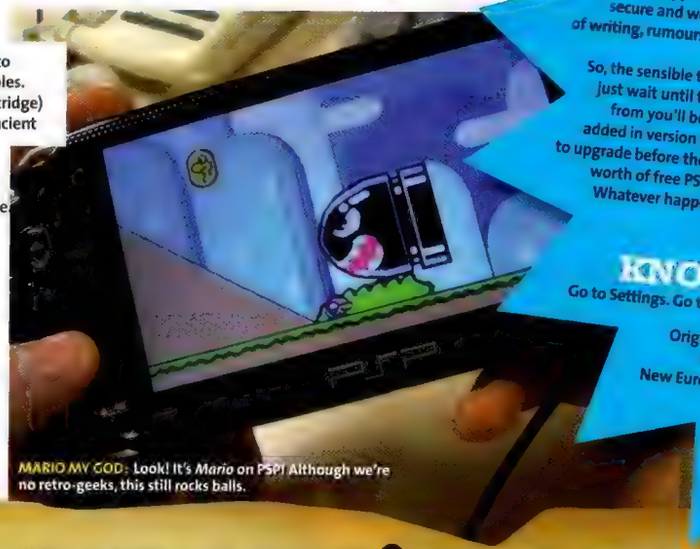
WHAT'S AN EMULATOR?

Emulators are programs that basically fool your PSP into thinking it's a SNES, a Mega Drive or any number of classic consoles. Combine it with a 'ROM' file (a copy of a game ripped from a cartridge) and you can play 100% accurate conversions of your favourite ancient consoles on your PSP. For free. Gulp.

HOW DO I DO THAT?

Each emulator is different, but they follow the same basic routine. We'll use the fantastic Snes9x as an example.

1. Google search for 'SNES9X' and install it on your computer.
2. Connect the PSP to your computer via a USB cable.
3. Copy the 'eboot.pbp' file into \PSP\GAME\ in a folder called 'SNES9X'.
4. Do a Google search for some ROM files.
5. Select 'Game' and then 'Memory Stick' through the PSP.
6. Select a ROM file through the Snes9X program.



MARIO MY GOD: Look! It's *Mario* on PSP! Although we're no retro-geeks, this still rocks balls.

IMPORTANT! BAD NEWS!

If you have a brand new European PSP then most of this stuff we feature here WONT work. Why? Because Sony are hot on the heels of the pirates and are updating the PSP's firmware (its brains) in order to lock out new 'illegal' features as fast as they are created. Your UK PSP comes equipped with firmware version 1.52 – a version that is currently secure and won't run the emulators we list below. However, at the time of writing, rumours are rife that even firmware version 1.52 is on the brink of being cracked wide open.

So, the sensible thing to do is to never update your system's firmware and just wait until the hackers hack the version you have, right? Right... Apart from you'll be missing out on new features (such as the web browser added in version 2.0 – see back a few pages), and new PSP games force you to upgrade before they'll run, meaning that you'll always be trading a lifetime's worth of free PSP hackery in exchange for playing the latest releases. Whatever happens you can rely on PSM2 to keep you posted on the latest nefarious developments.

KNOW YOUR FIRMWARE

Go to Settings. Go to System Settings. Go to System Information. There it is.

Original Japanese and American PSP: v1.0 – Illegal applications *will* work!
New European PSP: v1.52 – Illegal applications won't work! For now...

WARNING! YOU ARE NOW ENTERING...

THE PSP PIRATE'S COVE!

Get hundred free games on your PSP and make it do all kinds of fantastic illegal things? Yes! But Sony are closing the doors fast.

A net connection, a PSP and a USB cable – that's all you need to fill your PSP with all kinds of wonderful stuff Sony never intended. From emulating classic retro consoles to running full-on programs by 'evil' programmers who haven't paid Sony for a developer's licence, the PSP hacking community has literally ripped the handheld apart. Early PSPs were riddled with security holes that nefarious coders have been rodding furiously since the machine's Japanese launch in December 2004. Fancy getting involved? Then we're here to help. But do be warned that fiddling with your PSP may cause it to literally *explode* (not literally). Furthermore, if Sony's crack ninja death squad come crashing through your bedroom window, don't come crying to us. Here's just a few examples of the illegal doings currently being enjoyed by lucky firmware 1.0 owners...

2 PLAY OLD PC GAMES

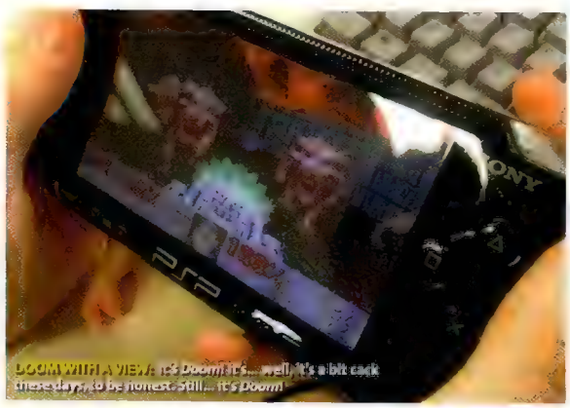
REALLY? LIKE WHAT?

So far, hackers have managed to get classic FPS titles *Doom* and *Quake* running on PSP. The frame rate isn't perfect and they've yet to figure out how to get sound, but it's still totally playable... for about five minutes until you get bored and go and play a proper game.

HOW DO I GET THEM WORKING?

Easy. It's simply a case of putting the right files in the right folders.

1. Download the files and put them in the \PSP\GAME\DOOM directory.
2. Move any file with a 'WAD' file extension into \PSP\GAME\DOOM\WAD.
3. Select 'Game' and then 'Memory Stick' through the PSP.



DOOM WITH A VIEW: It's *Doom*! It's... well, it's a bit rack these days, to be honest. Still... it's *Doom*!

DRUM AND DUSTED: Create 'phat' beats for you and your 'homies' to 'dig'. Can we go home yet?

3 RUN 'HOMEBREW' APPLICATIONS

ANYTHING INTERESTING?

Well, sort of. For example, you can try PSP Kick (www.pspkick.com) a rudimentary drum machine that lets you create handheld beats for when you're 'spitting' in the car park with your crew. Just fill the screen with blobs for instant Aphex Twin. There's also a simple paint program that lets you draw cocks and faces and things for five minutes until you get bored.

HOW DO I GET THESE WORKING?

Same as games and emulators really, only a bit simpler.

1. Google search for 'PSP Applications'.
1. Copy the files into \PSP\GAME\ and a folder named after the program.
2. Select the program via 'Game' and then 'Memory Stick' through the PSP.

CLASSIC CONSOLES YOUR PSP CAN EMULATE!

- SNES
- Mega Drive
- NES
- Neo-Geo
- Arcade
- PC Engine
- Wonderswan
- Gameboy
- Amiga
- MSX

CLASSIC GAMES YOU CAN PLAY ON YOUR PSP!

- *Metal Slug*
- *Super Mario World*
- *Streets of Rage*
- *Tetris*
- *Final Fantasy 6*
- *Contra*
- *R-Type*
- *Sensible Soccer*
- *Mortal Kombat*
- *Street Fighter 2*

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PAGE3 XCLUSIVE: SOPHIE & CHARLOTTE

20270

BABES!!

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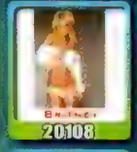
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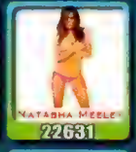
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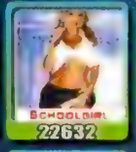
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19960

13181

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14995

15676

15888

15662

12665

12514

17809

15889

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TXT UK Top 10

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2.	16244	M V P	Roc Ya Body
3.	20076	AXEL F	Beverly Hills Cop
4.	18262	AUDIO BULLYS	Shot You Down
5.	11227	GREENDAY	When September...
6.	16259	GORILLAZ	Feel Good Inc
7.	22352	EDITORS	Blood
8.	11229	MARIO	Here I Go Again
9.	14503	BODYROCKERS	I Like The Way
10.	13264	FOO FIGHTERS	Best Of You

R'N'B Top 10

1.	14485	EMINEM	Ass Like That
2.	15401	ICE QUBE	You Can Do It
3.	16092	AKON	Lonely
4.	12220	GWEN STEFANI	Hollaback Girl
5.	18353	50 CENT	Candy Shop
6.	18250	BLACK EYED PEAS	Dont Phunk With...
7.	17457	EMINEM	Mockingbird
8.	18371	WILL SMITH	Switch
9.	20028	THE GAME	Dreams
10.	16830	NELLY	N Dey Say

Fart Top 10

1.	14082	SOUTH PARK FART BOMB
2.	14079	LOUD BURP!
3.	13120	BLOW RASPBERRY
4.	12382	SLIPPERY FART
5.	12351	PUKE
6.	12247	SIZZLE FART
7.	12492	BURP-TASTIC!
8.	13846	GO PEE
9.	15186	ON FART FOR MAN
10.	12385	FART & BURP MAN

REAL Top 10

1.	20652	MARIO	Here I Go Again
2.	20284	LEMAR	Dont Give Up
3.	20255	BASEMENT JAXX	U Dont Know Me
4.	20105	BIZARRE	Rockstar
5.	20106	STEREOPHONICS	Superman
6.	20107	EMINEM	Ass Like That
7.	20067	2PAC/ELTON JOHN	Ghetto Gospel
8.	20071	HARD FI	Hard To Beat
9.	20072	50 CENT	Just a Lil Bit
10.	20065	GREENDAY	...September Ends

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15417	Mad Cow	
15982	Disco Chick	

Celeb Tones

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11144	Jordan
2389	Peter Kay
1106	Avid Merrion
1071	Bear (Ba)
380	Borat (All G)
1050	Frodo and Gollum
1043	Kal Skates (Bo)
1049	Mel B (Bo)
1047	Michael Jackson
11159	Ozzy Osbourne
1161	Alan Partridge
11102	All G
1035	Kenny Craig
[illegible]	Marjorie Dawes

Crazy Tones

15417	Mad Cow
15416	Crazy Frog
12492	Burp
15447	Dog Eats Frog
15565	Kill All Phones
15982	Disco Chick
12515	Creepy Door
15095	Scary Voice
15583	Torture Time
12507	Alien Talk
12510	Baby Sound
12487	Ambulance
12518	Creepy Door
12527	Godzilla
[illegible]	Crazy Cat

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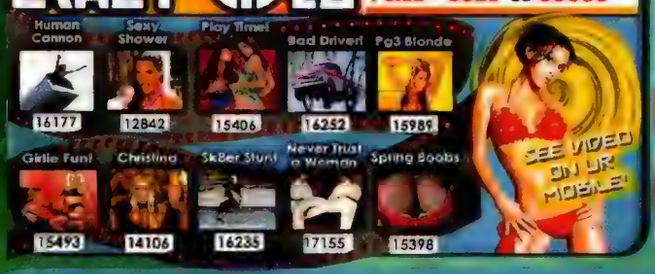

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15493 14106 16235 17155 15398

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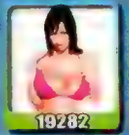
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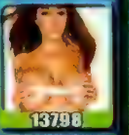
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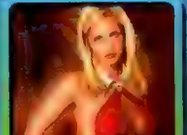
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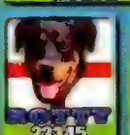

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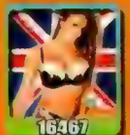
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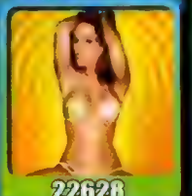
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PSM2 Presents...

THE TRUTH

Every game PSM2 has ever reviewed in one fact-packed feature. It's the ultimate source of PS2 knowledge.

TOP FIVE

DRIVING

1. BURNOUT 3: TAKEDOWN
2. GRAN TURISMO 4
3. COLIN MCRAE RALLY 04
4. MIDNIGHT CLUB 3: DUB EDITION
5. TOCA RACE DRIVER 2

EXTREME SPORTS

1. SSX3
2. TONY HAWK'S PRO SKATER 3
3. SSX TRICKY
4. TONY HAWK'S UNDERGROUND
5. DOWNHILL DOMINATION

FIRST-PERSON SHOOTERS

1. TIMESPLITTERS 2
2. HALF-LIFE
3. DEUS EX
4. CALL OF DUTY
5. KILLZONE

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
13 (XIII)	Ubisoft	42	87%	
2002 FIFA WORLD CUP	EA	22	71%	
7 BLADES	Konami	11	72%	
7 SINS	Digital Jesters	63	58%	
ACE COMBAT 4: SHATTERED SKIES	Namco	17	80%	
ACE COMBAT 5	Namco	57	79%	
ACTIVISION ANTHOLOGY	Activision	36	40%	
AGE OF EMPIRES 2	Konami	15	76%	
AGGRESSIVE INLINE	Acclaim	24	83%	
AIRBLADE	Sony	16	77%	
ALIAS	Acclaim	47	79%	
ALEX FERGUSON'S PLAYER MANAGER	3DO	15	65%	
ALIEN HOMINID	Zoo Digital	61	74%	
ALL-STAR BASEBALL 2004	Acclaim	35	67%	
ALONE IN THE DARK: THE NEW NIGHTMARE	Atari	15	66%	
ALTERED BEAST	Sega	61	42%	
ANIMANIACS:: THE GREAT EDGAR HUNT	Ignition	64	62%	
APE ESCAPE 2	SCEI	30	80%	
AQUA AQUA	SCI	04	71%	
ARCTIC THUNDER	Midway	16	58%	
ARC: TWILIGHT OF SPIRITS	Sony	46	68%	
AREA 51	Midway	62	79%	
ARMY MEN AIR ATTACK: BLADE'S REVENGE	3DO	11	47%	
ARMY MEN RTS	3DO	24	56%	
ARMY MEN: SARGE'S HEROES 2	3DO	09	40%	
ASTRO BOY	Sega	61	69%	
ATHENS 2004	Sony	51	51%	
A-TRAIN 6	Midas	49	60%	
ATV OFFROAD FURY 2	THQ	40	73%	
ATV QUAD POWER RACING 2	Acclaim	33	68%	
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AUTO MODELLISTA	Capcom	28	80%	
BAD BOYS 2	Empire	48	51%	
BACKYARD WRESTLING	Eidos	42	45%	
BACKYARD WRESTLING 2	Eidos	56	46%	
BALDUR'S GATE: DARK ALLIANCE	Virgin Interactive	17	70%	
BALDUR'S GATE: DARK ALLIANCE 2	VU Games	04	82%	
BARBARIAN	VU Games	44	66%	
THE BARD'S TALE	Ubisoft	60	74%	
BASS STRIKE	THQ	18	64%	
BATMAN BEGINS	EA	65	41%	
BATMAN VS. THE ARMY OF TSU	Ubisoft	44	43%	
BATTLE ENGINE AQUILA	Atari	31	78%	
BATTLESTAR GALACTICA	Vivendi	44	59%	
BEN HUR: BLOOD OF BRAVES	Microids	34	42%	
BEYOND GOOD AND EVIL	Ubisoft	42	82%	
BIG MUTHA TRUCKERS 2: TRUCK ME HARDER	Empire	65	52%	
BRIAN LARA INTERNATIONAL CRICKET	Codemasters	64	60	
BLACK HAWK DOWN	Rebellion	64	59%	
BLOOD OMEN 2	Eidos	22	79%	
BLOODRAYNE	Vivendi	36	67%	
BLOODRAYNE 2	Majesco	63	39%	
BLOODY ROAR 3	Virgin	11	79%	
BLOOD WILL TELL	Sega	57	60%	
BLOWOUT	Majesco	58	49%	
BMX XXX	Acclaim	30	58%	
BOMBERMAN HARDBALL	Ubisoft	65	60%	
BOMBERMAN KART	Konami	41	51%	
BOUNCER, THE	SCEE	11	66%	
BOXING CHAMPIONS	Midas	41	40%	
BREATH OF FIRE: DRAGON QUARTER	Capcom	41	70%	
BRITNEY'S DANCE BEAT	THQ	24	58%	
BROTHERS IN ARMS: THE ROAD TO HILL 30	Ubisoft	60	82%	
BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS	Vivendi	41	74%	
BUJINGAI	Taito	47	62%	
BURNOUT	Acclaim	15	88%	
BURNOUT 2: POINT OF IMPACT	**Acclaim**	**28**	**91%**	
Beautiful, emotional racing that you have to play to fully appreciate.				
BURNOUT 3: TAKEDOWN	**EA**	**54**	**93%**	
Smooth, colourful, varied, hilarious, fast and online too. You'd be a fool not to buy it.				
CABELA'S DANGEROUS HUNTS	Activision	53	57%	
CALL OF DUTY: FINEST HOUR	Activision	56	87%	
CAPCOM FIGHTING JAM	Capcom	58	53%	
CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001	Capcom	17	83%	
CART FURY	Midway	12	65%	
CASPER: SPIRIT DIMENSIONS	TDK Mediactive	22	48%	
CASTLEWEEN	Wanadoo	30	45%	
CATWOMAN	EA	52	30%	
CEL DAMAGE OVERDRIVE	Play It	36	50%	
CENTRE COURT: HARD HITTER 2	Midas	33	62%	
CHAMPIONSHIP MANAGER 5	Eidos	63	62%	
CHAMPIONS OF NORRATH: REALMS OF EVERQUEST	Ubisoft	47	82%	
CHAMPIONS: RETURN TO ARMS	Ubisoft	60	69%	
CHAOS LEGION	Capcom	39	86%	
CHOROQ	Atlus	64	25%	
CHOPLIFTER: CRISIS SHIELD	Xicat Interactive	35	48%	
CIRCUS MAXIMUS: CHARIOT WARS	THQ	25	55%	
CITY CRISIS	Take 2	16	62%	
CLOCK TOWER 3	Capcom	37	59%	
CLUB FOOTBALL	Codemasters	42	61%	
CLUB FOOTBALL 2	Codemasters	55	67%	
COLIN MCRAE RALLY 04	**Codemasters**	**40**	**92%**	
A defining moment for rally games. If you like rallying, you've got to get this.				
COLD FEAR	Ubisoft	60	83%	
COLD WINTER	Vivendi	62	80%	
COLIN MCRAE RALLY 2005	Codemasters	54	88%	
COLOSSEUM: ROAD TO FREEDOM	Koei	65	51%	
COMBAT ELITE: WW2 PARATROOPERS	Acclaim	52	77%	
COMMANDOS 2: MEN OF COURAGE	Eidos	24	79%	
CONFLICT: DESERT STORM	SCI	27	78%	
CONFLICT DESERT STORM 2	SCI	39	88%	
CONFLICT: VIETNAM	SCI	54	76%	
CONFLICT ZONE	Ubisoft	22	79%	
CONSPIRACY: WEAPONS OF MASS DESTRUCTION	Oxygen	65	23%	
CONSTANTINE	SCI	60	60%	
CONTRA: SHATTERED SOLDIER	Konami Europe	32	52%	
CRASH BANDICOOT: THE WRATH OF CORTEX	Vivendi	17	66%	
CRASH 'N BURN	Eidos	57	46%	
CRASH TWINSANITY	Vivendi	55	49%	
CRAZY TAXI	Acclaim	10	80%	
CRICKET 2005	EA	64	79%	
CRIMSON SEA 2	Koei	53	70%	
CRIMSON TEARS	Capcom	51	74%	
CRISIS ZONE	Namco	53	59%	
CROUCHING TIGER, HIDDEN DRAGON	Ubisoft	44	35%	
CY GIRLS	Konami	50	74%	
DAKAR 2	Acclaim	34	50%	
DANCE UK	Big Ben	42	67%	
DANCING STAGE FUSION	Konami	58	67%	
DANCING STAGE MEGAMIX	Konami Europe	36	85%	
DARK ANGEL	Vivendi	34	45%	
DARK CHRONICLE	**SCEE**	**37**	**90%**	
Debatably better than Final Fantasy X, but edged out in pomp and presence.				
DARK CLOUD	Sony	11	81%	
DARK SUMMIT	THQ	21	56%	
DAVE MIRRA FREESTYLE BMX 2	Acclaim	14	76%	
DEAD OR ALIVE 2	SCEE	05	83%	
DEAD TO RIGHTS	EA	38	70%	
DEAD TO RIGHTS 2	Namco/EA	65	41%	
DEATH BY DEGREES	Sony	60	42%	
DEFENDER	Midway	31	76%	
DEF JAM: FIGHT FOR NY	EA	54	86%	
DEF JAM VENDETTA	EA	36	75%	
DESTROY ALL HUMANS	THQ	64	83%	
DESTRUCTION DERBY ARENAS	Sony	45	42%	
DEUS EX: THE CONSPIRACY	Eidos	22	88%	
DEVIL MAY CRY	**Capcom**	**15**	**90%**	
Blindingly gorgeous and cracking to play. A brilliant advert for PS2.				
DEVIL MAY CRY 2	Capcom	33	72%	
DEVIL MAY CRY 3	Capcom	60	89%	
DIE HARD VENDETTA	Vivendi	38	54%	
DINO STALKER	Capcom	26	58%	
DISGAEA: HOUR OF DARKNESS	Koei	49	86%	
DISNEY'S EXTREME SKATE ADVENTURE	Disney	40	78%	
DISNEY'S STITCH: EXPERIMENT 626	Disney	27	64%	
DJ: DECKS & FX	Sony	53	74%	
DONALD DUCK PK	Ubisoft	30	64%	
DOWNFORCE	Titus	23	64%	
DOT HACK INFECTION: PART ONE	Atari	47	58%	
DOWNHILL DOMINATION	Codemasters	46	80%	
DRAGON BALL Z: BUDOKAI	Atari	30	60%	
DRAKENGARD	Take 2	50	75%	
DRAGON RAGE	3DO	23	43%	
DRAKAN: THE ANCIENTS' GATES	Sony	20	75%	
DRIV3R	**Atari**	**50**	**90%**	
Superb in Free Ride, less so in Story Mode, but balls-out street-driving fun.				
DRIVEN	Bam!	17	46%	
DRIVEN TO DESTRUCTION	Atari	55	65%	
DRIVING EMOTION TYPE-S	Squaresoft	01	57%	
DR MUTO	Midway	33	59%	
DROME RACERS	EA	31	50%	
DROPSHIP	Sony	18	75%	
DYNASTY TACTICS 2	Koei	44	69%	
DYNASTY WARRIORS 3: XTREME LEGENDS	Koei	34	69%	
DYNASTY WARRIORS 4	Koei	37	80%	
DYNASTY WARRIORS 4: XTREME LEGENDS	Koei	46	70%	
DYNASTY WARRIORS 5	Koei	63	53%	
ECCO THE DOLPHIN: DEFENDER OF THE FUTURE	Sony	18	52%	

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | **SILVER AWARD:** A top-notch PS2 title that scored between 80-89% | **GOLD AWARD:** A game scoring 90% or more. An absolute classic.

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
EGGO MANIA	Kemco	27	40%	
EJAY CLUBWORLD	Empire	26	84%	
ENDGAME	Empire	25	49%	
ENGLAND INTERNATIONAL FOOTBALL	Codemasters	49	62%	
ENTER THE MATRIX	Atari	37	81%	
ENTHUSIA PROFESSIONAL RACING	Konami	62	77%	
EOE: EVE OF EXTINCTION	Eidos	22	71%	
EPHEMERAL FANTASIA	Konami	12	80%	
ESCAPE FROM MONKEY ISLAND	Activision	12	82%	
ESPN INTERNATIONAL TRACK & FIELD	Konami	04	63%	
ESPN INTERNATIONAL WINTER SPORTS	Konami	20	55%	
ESPN NBA 2NIGHT 2002	Konami	24	72%	
ESPN NFL 2K5	Take Two	59	83%	
ESPN NHL 2K5	Take Two	59	71%	
ESPN NHL HOCKEY	Sega	44	78%	
ESPN X GAMES SKATEBOARDING	Konami	15	62%	
ESPN WINTER X GAMES SNOWBOARDING 2	Konami	20	69%	
EVERBLUE 2	Capcom Eurosoft	34	56%	
EVERQUEST ONLINE ADVENTURES	SCEE	41	70%	
EVIL DEAD: A FISTFUL OF BOOMSTICK	THQ	37	68%	
EVOLUTION SKATEBOARDING	Konami	33	54%	
EVOLUTION SNOWBOARDING	Konami	33	43%	
EXTERMINATION	Sony	09	78%	
EXTREME-G 3	Acclaim	13	60%	
EYE TOY: ANTIGRAV	Sony	63	66%	
EYE TOY: PLAY	SCEE	38	82%	
EYETOY: PLAY 2	Sony	56	75%	
F1 2005	Sony	64	83%	
F1 RACING CHAMPIONSHIP	Ubisoft	07	66%	
FALLOUT: BROTHERHOOD OF STEEL	Interplay	48	46%	
FAME ACADEMY	Ubisoft	44	38%	
FANTASTIC 4	Activision	65	65%	
FANTAVISION	SCEE	01	85%	
FELLOWSHIP OF THE RING, THE	Vivendi	30	70%	
FERRARI F355 CHALLENGE	SCEE	27	67%	
FIFA 2005	EA	54	79%	
FIFA STREET	EA	60	63%	
FIGHT CLUB	Vivendi	59	19%	
FIGHT NIGHT 2004	EA	48	88%	
FIGHT NIGHT ROUND 2	EA	61	89%	
FINAL FANTASY X	**SCEE**	**23**	**91%**	
The most life-swallowing RPG of them all – even with the random battles.				
FINAL FANTASY 10-2	Square Enix	44	83%	
FINAL FANTASY XI (IMPORT)	Square Enix	49	85%	
FINDING NEMO	THQ	41	71%	
FIREBLADE	Midway	24	68%	
FIREFIGHTER FD18	Konami	49	76%	
FLAT OUT	Empire	56	77%	
FLIPNIC	Ubisoft	45	76%	
FORBIDDEN SIREN	Sony	44	80%	
FORD RACING 3	Empire	56	34%	
FORGOTTEN REALMS: DEMON STONE	Atari	54	74%	
FORMULA ONE 2004	SCEE	52	65%	
FREAK OUT	Swing! AG Media	13	79%	
FREAKY FLYERS	Midway	42	77%	
FREEDOM FIGHTERS	**EA**	**40**	**92%**	
An utterly compelling squad-based shooter that's intelligent and addictive.				
FREEKSTYLE	EA	25	59%	
FREESTYLE METAL X	EA	40	74%	
FREQUENCY	SCEE	23	64%	
FULL SPECTRUM WARRIOR	THQ	61	85%	
FUR FIGHTERS	Acclaim	10	86%	
FUTURAMA	SCi	37	75%	
FUTURE TACTICS	Jo Wood	57	64%	
G1 JOCKEY 3	Koei UK	34	43%	
GALERIANS: ASH	Big Ben	34	50%	
GALLOP RACER 2	Zoo Digital	60	34%	
GAMETRAK: DARK WIND	In2Games	54	55%	
GET ON DA MIC	Eidos	56	49%	
GETAWAY, THE	SCEE	31	78%	
GETAWAY: BLACK MONDAY, THE	Sony	56	71%	
GHOST IN THE SHELL: STAND ALONE COMPLEX	Atari	62	47%	
GHOST RECON	Ubisoft	30	65%	
GHOST RECON: JUNGLE STORM	Ubisoft	47	75%	
GHOST RECON 2	Ubisoft	57	63%	
GIANTS: CITIZEN KABUTO	Interplay	17	80%	
GIFT	Acclaim	12	51%	
GITAROO MAN	THQ	22	79%	
GLADIUS	Activision	42	52%	
GOD OF WAR	**Sony**	**62**	**92%**	
A lesson in intense gaming, *God Of War* grabs you by the balls and doesn't let go.				
GOBLIN COMMANDER: UNLEASH THE HORDE	Jaleco	47	65%	
GOLDENEYE: ROGUE AGENT	EA	56	58%	
GRADIUS V	Konami	51	83%	
GRANDIA 2	Ubisoft	23	45%	
GRAND PRIX CHALLENGE	Atari	31	85%	
GRAND THEFT AUTO 3	**Take 2**	**16**	**92%**	
Its scope and and tiny touches are some of the most impressive on PS2				
GRAND THEFT AUTO: VICE CITY	**Rockstar**	**29**	**97%**	
The music, the styling, the freedom... (almost) nothing beats it. A great leap for games				
GRAND THEFT AUTO: SAN ANDREAS	**Rockstar**	**56**	**99%**	
Simply the best game on PS2. Mind-boggling in scale and as involving as it gets.				
GRAND TOUR RACING GT-R 400	Midas	51	53%	
GRAN TURISMO 3	**SCEE**	**13**	**93%**	
The most complete racing game yet and one you can truly sink your teeth into				
GRAN TURISMO 4	**SCEE**	**59**	**92%**	
No radical departure, and no online mode, but still the most serious racing sim on PS2.				
GRAN TURISMO 4: PROLOGUE	Sony	50	79%	
GRAVITY GAMES BIKE: STREET, VERT, DIRT	Midway	28	48%	
GREAT ESCAPE, THE	SCi	39	73%	
GREGORY HORROR SHOW	Capcom	42	70%	
GROOVE RIDER	Play It	45	52%	
G-SURFERS	Midas	16	49%	
GTC: AFRICA	Rage	16	74%	
GUILTY GEAR X2	Big Ben	35	84%	
GUILTY GEAR ISUKA	Sammy	65	79%	
GUMBALL 3000	SCi	29	73%	
GUNBIRD: SPECIAL EDITION	Xplosiv	62	39%	
GUNDAM: FEDERATION VS ZEON	Atari	29	39%	
GUNFIGHTER 2: REVENGE OF JESSE JAMES	Ubisoft	35	40%	

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
GUNGRAVE OD	Play It	64	71%	
GUN GRIFFON BLAZE	Virgin	07	70%	
HALF-LIFE	**VIVENDI**	**16**	**90%**	
A port of one of the best PC games ever made. This is a must-buy for all FPS fans.				
HARRY POTTER AND THE CHAMBER OF SECRETS	EA	31	65%	
HARRY POTTER AND THE PRISONER OF AZKABAN	EA	51	76%	
HARRY POTTER: THE PHILOSOPHER'S STONE	EA	44	55%	
HAUNTING GROUND	Capcom	62	78%	
HAUNTED MANSION, THE	TDK Mediactive	46	70%	
HAVEN: CALL OF THE KING	Midway	29	81%	
HEADHUNTER	Sega	19	81%	
HEADHUNTER: REDEMPTION	Sega	53	53%	
HERDY GERDY	Eidos	21	69%	
HIGH HEAT MAJOR LEAGUE BASEBALL	3DO	24	71%	
HITMAN 2: SILENT ASSASSIN	Eidos	28	89%	
HITMAN: CONTRACTS	**EIDOS**	**49**	**90%**	
A game that promotes experimentation and plays brilliantly. A twisted funnouse.				
HOTWHEELS VELOCITY X MAXIMUM JUSTICE	THQ	31	51%	
HULK, THE	Vivendi	38	70%	
HUNTER WAYWARD: THE RECKONING	Vivendi	41	30%	
HYPER STREET FIGHTER II: 15TH ANNIVERSARY EDT.	Capcom	46	89%	
ICO	SCEA	17	85%	
INCREDIBLES, THE	THQ	57	72%	
INDIANA JONES AND THE EMPEROR'S TOMB	Activision	39	80%	
INDYCAR SERIES 2005	Codemasters	53	63%	
I-NINJA	SCEE	45	85%	
INTERNATIONAL CUE CLUB	Midas	24	56%	
ISLAND EXTREME STUNTS	SCEE	33	65%	
ISS3	Konami	34	78%	
ITALIAN JOB: LA HEIST, THE	Eidos	40	51%	
JADE COCOON 2	Ubisoft	22	70%	
JAK & DAXTER	Sony	18	85%	
JAK 2: RENEGADE	**SCEE**	**40**	**93%**	
Vast, well-built and bursting with distractions. How can others compete?				
JAK 3	Sony	56	88%	
JAMES BOND 007: EVERYTHING OR NOTHING	EA	46	77%	
JAMES BOND 007 IN AGENT UNDER FIRE	EA	17	88%	
JAMES BOND 007 IN... NIGHTFIRE	EA	30	78%	
JET SKI RIDERS	Eidos	18	38%	
JONNY MOSELEY MAD TRIX	3DO	20	38%	
JUDGE DREDD: DREDD VS DEATH	Vivendi	40	83%	
JUICED	THQ	62	68%	
JUNGLE BOOK GROOVE PARTY	Ubisoft	10	50%	
JURASSIC PARK: OPERATION GENESIS	Vivendi	34	61%	
KATAMARI DAMASHII	Namco	49	83%	
KARAOKE STAGE	Konami	49	85%	
KENGO	Ubisoft	09	60%	
KELLY SLATER'S PRO SURFER	Activision	28	75%	
KESSEN II	KOEI	20	66%	
KESSEN III	KOEI	61	82%	
KILL.SWITCH	Sony	44	78%	
KILLER7	Capcom	64	83%	
KILLZONE	Sony	55	88%	
KING ARTHUR	Konami	57	37%	
KING OF FIGHTERS 2002	Ignition	64	58%	
KING OF FIGHTERS: MAXIMUM IMPACT	Ignition	61	79%	
KING OF ROUTE 66	Sega	41	44%	
KINGDOM HEARTS	SCEE	29	88%	
KING'S FIELD: THE ANCIENT CITY	Metro3D Inc	24	54%	
KLONOA 2	Namco	10	73%	
KNIGHT RIDER 2	Koch Media	57	21%	
KNOCKOUT KINGS 2001	EA	07	79%	
KNOCKOUT KINGS 2002	EA	21	83%	
KURI KURI MIX	Empire	10	78%	
KYA: DARK LINEAGE	Atari	45	73%	
LA PUCELLE TACTICS	Mastiff	52	80%	
LEGAIA 2: DUEL SAGA	Eidos	28	59%	
LEGEND OF KAY	Koch Media	59	69%	
LEGENDS OF WRESTLING 2	Acclaim	33	68%	
LEGION: LEGEND OF EXCALIBUR	Midway	27	70%	
LEGO RACERS 2	Lego Software	18	42%	
LEGO STAR WARS	Eidos	62	78%	
LEISURE SUIT LARRY: MAGNA CUM LAUDE	Vivendi	54	80%	
LEMONY SNICKET'S A SERIES OF UNFORTUNATE EVENTS	Activision	58	55%	
LE MANS 24 HOURS	Atari	12	73%	
LETHAL SKIES	THQ	27	63%	
LETHAL SKIES 2	Big Ben	48	68%	
LE TOUR DE FRANCE	Konami	23	75%	
LE TOUR DE FRANCE: CENTENARY EDITION	Konami	38	71%	
LMA MANAGER 2005	Codemasters	55	80%	
LONDON RACER: WORLD CHALLENGE	Davilex	40	59%	
LOONY TUNES SPACE RACE	Atari	19	65%	
LORD OF THE RINGS: THE THIRD AGE	EA	55	53%	
LORD OF THE RINGS: THE TWO TOWERS	EA	29	76%	
LOTUS CHALLENGE	Virgin	16	60%	
MACE GRIFFIN: BOUNTY HUNTER	Vivendi	38	79%	
MADAGASCAR	Activision	65	56%	
MADDEN NFL 2005	EA	54	82%	
MAD MAESTROS	Eidos	22	70%	
MAFIA	Take Two	46	71%	
MALICE	Evolved Games	51	60%	
MARK OF KRI, THE	SCEA	33	74%	
MARVEL VS CAPCOM 2	Capcom	29	84%	
MASHED: FULLY LOADED	Xplosiv	62	70%	
MASTER RALLY	Microids	24	55%	
MAXIMO	Konami	20	84%	
MAXIMO VS THE ARMY OF ZIN	Konami	42	81%	
MAX PAYNE	Take 2	19	82%	
MAX PAYNE 2: THE FALL OF MAX PAYNE	Rockstar	45	65%	
MDK2 ARMAGEDDON	Interplay	09	76%	
MEDAL OF HONOR: EUROPEAN ASSAULT	EA	64	52%	
MEGA MAN X8	Capcom	59	45%	
MEN IN BLACK 2: ALIEN ESCAPE	Atari	26	42%	
MERCENARIES	Lucas Arts	58	88%	
METAL ARMS: GLITCH IN THE SYSTEM	Vivendi	41	87%	
METAL GEAR SOLID 2	**Konami**	**17**	**96%**	
Near perfectly balanced and worth every bit of the hype. An all-time classic.				
METAL GEAR SOLID 3	**Konami**	**57**	**97%**	
We didn't think it could get better. We were wrong. An epic masterpiece.				
METAL GEAR SOLID 2: SUBSTANCE	Konami	33	78%	

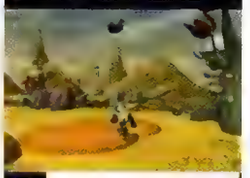
BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | SILVER AWARD: A top-notch PS2 title that scored between 80-89% | GOLD AWARD: A game scoring 90% or more. An absolute classic.

TOP FIVE

BEAT-'EM-UPS

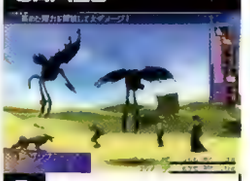
1. SOUL CALIBUR 2
2. TEKKEN 5
3. FIGHT NIGHT ROUND 2
4. HYPER STREET FIGHTER 2
5. MORTAL KOMBAT: DECEPTION

PLATFORMERS



1. RATCHET AND CLANK 3
2. JAK 2: RENEGADE
3. PSYCHONAUTS
4. BEYOND GOOD AND EVIL
5. MAXIMO

ROLE-PLAYING GAMES



1. FINAL FANTASY X
2. DARK CHRONICLES
3. KINGDOM HEARTS
4. FINAL FANTASY X-2
5. DISGAEA: HOUR OF DARKNESS

ALL TIME BEST

1. GRAND THEFT AUTO: SAN ANDREAS
2. METAL GEAR SOLID 3
3. PRO EVOLUTION SOCCER 4
4. TIMESPLITTERS 2
5. SSX3

[illegible]	[illegible]
18 WHEELER	40%
AIR RANGER RESCUE HELICOPTER	24%
ALPINE RACER 3	2%
ARMY MEN: GREEN ROGUE	18%
ATLANTIS 3: THE NEW WORLD	9%
BUTT UGLY MARTIANS: ZOOM OR DOOM!	34%
CATWOMAN	30%
CAT IN THE HAT, THE	27%
CHARLIE'S ANGELS	4%
CRASHED	35%
CURSE: EYE OF ISIS, THE	34%

CYCLONE CIRCUS: POWER SAIL RACING	39%
DAVID BECKHAM SOCCER	4%
DISNEY'S DINOSAUR	35%
DONALD DUCK: QUACK ATTACK	39%
DRAGON'S LAIR 3D: SPECIAL ED	37%
ETERNAL RING	5%
EX ZEUS	30%
EVIL TWIN: CYPRIEN'S CHRONICLES	35%
FIGHTBOX	7%
FLINTSTONES, VIVA ROCK VEGAS	9%
FRANK HERBERT'S DUNE	22%
FROGGER BEYOND	6%

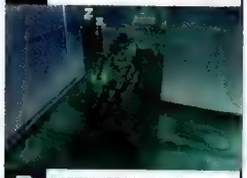
GAUNTLET	32%
CELEBRITY DEATHMATCH	31%
GODAI	30%
GO GO COPTER	32%
GO GO GOLF	5%
GRADIUS 3 & 4	32%
HE-MAN: DEFENDER OF GRAYSKULL	12%
HIDDEN INVASION	7%
HUGO BUKKAZOOM	7%
INTERNATIONAL LEAGUE SOCCER	6%
IRON ACES 2	8%
JET ION GP	7%

KIDZ SPORTS: BASKETBALL	11%
KNIGHT RIDER	12%
LAKEMASTERS EX	30%
LARGO WINCH: EMPIRE UNDER THREAT	11%
LONDON RACER 2	23%
MARY-KATE AND ASHLEY:	
SWEET 16 LICENSED TO DRIVE	23%
MUSIC MAKER	12%
POLAROID PETE	33%
POWERDROME: RACE OF CHAMPIONS	32%
POWERPUFF GIRLS, THE	30%
PRYZM: THE DARK UNICORN	12%

TOP FIVE

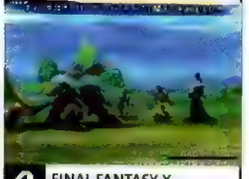
ANDY'S FAVOURITE GAMES OF ALL TIME

1 SILENT HILL 2
Intelligent, terrifying and dripping in atmosphere – the best horror game ever made



2 METAL GEAR SOLID 2
Amazing set-pieces, hundreds of tiny details, a good sense of humour and an epic plot.

3 DEUS EX
Truly open-ended. Play the way you want in a gritty Blade Runner-style future



4 FINAL FANTASY X
Addictive, sprawling and full of things to do. The best *Final Fantasy* game yet

5 DARK CHRONICLE
Even more to do and see than *Final Fantasy X*. Is the RPG that never stops giving

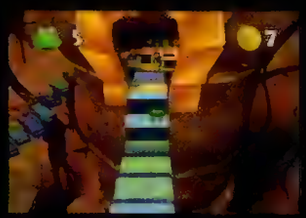
GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
METAL SLUG 3	Playmore	55	79%	
MIAMI VICE	Atomic Planet	58	13%	
MICRO MACHINES	Atari	30	59%	
MIDNIGHT CLUB 2	Rockstar	37	80%	
MIDNIGHT CLUB 3: DUB EDITION	**Rockstar**	**61**	**91%**	
The street racing genre at its peak, Dub Edition is basically sex on wheels.				
MIDWAY ARCADE TREASURES	Midway	45	48%	
MIDWAY ARCADE TREASURES 2	Midway	55	71%	
MIKE TYSON HEAVYWEIGHT BOXING	Codemasters	23	61%	
MINORITY REPORT	Activision	31	60%	
MISSION IMPOSSIBLE: OPERATION SURMA	Atari	44	59%	
MONKEY MANIA	Sony	60	69%	
MONSTER HUNTER	Capcom	62	70%	
MONSTERS, INC	Sony	19	41%	
MORTAL KOMBAT: DEADLY ALLIANCE	Midway	33	85%	
MORTAL KOMBAT: DECEPTION	Midway	54	85%	
MOTO GP3	SCEE	35	74%	
MOTO GP4	Sony	63	78%	
MOTOR MAYHEM	Atari	15	63%	
MR GOLF	Midas Games	34	56%	
MR MOSKEETO	Eidos	22	52%	
MTV MUSIC GENERATOR 2	**Codemasters**	**10**	**90%**	
A musical pandora's box, offering professional results to everyone.				
MTX MOTOTRAX	Activision	49	79%	
MUMMY RETURNS, THE	Vivendi	17	46%	
MUSIC 3000	Jester Interactive	35	81%	
MX 2002	THQ	14	78%	
MX RIDER	Atari	15	62%	
MX SUPERFLY	THQ	27	72%	
MX UNLEASHED	THQ	48	75%	
MX VS. ATV: UNLEASHED	THQ	61	78%	
MYSTIC HEROES	Koei UK	34	67%	
NANO BREAKER	Konami	59	59%	
NARC	Midway	62	45%	
NAVAL OPS: COMMANDER	Koei	52	68%	
NBA 2K3	Atari	35	70%	
NBA BALLERS	Midway	53	82%	
NBA JAM	Acclaim	42	77%	
NBA LIVE 2004	EA	42	84%	
NBA STREET VOLUME 2	EA	35	85%	
NBA STREET VOLUME 3	EA	60	87%	
NEED FOR SPEED 2	EA	55	87%	
NEXT GENERATION TENNIS 2003	Wanadoo	38	55%	
NFL 2K3	Atari	35	78%	
NFL STREET	EA	46	64%	
NFL STREET 2	EA	61	55%	
NHL HITZ 2003	Midway	28	80%	
NHL HITZ: PRO	Midway	42	80%	
NIGHTSHADE	Sega	46	73%	
NINJA ASSAULT	SCEE	27	71%	
NO ONE LIVES FOREVER	Vivendi	21	71%	
NY RACE	Wanadoo	17	40%	
OBSCURE	Ubisoft	54	80%	
ONI	Take 2	07	62%	
ONIMUSHA 2	Capcom	27	89%	
ONIMUSHA 3	**Capcom**	**30**	**92%**	
Provocative, exquisite gameplay backed up by plush visuals and a rousing score.				
ONIMUSHA: BLADE WARRIORS	Capcom	45	75%	
OPERATION WINBACK	Koei	08	68%	
OUTLAW GOLF 2	Take 2	57	78%	
PAC-MAN WORLD 2	SCEE	33	75%	
PARAPPA THE RAPPER 2	Sony	16	75%	
PARIS-DAKAR RALLY	Acclaim	15	60%	
PENNY RACERS	Midas	16	43%	
PERFECT ACE PRO TENNIS	Oxygen Int.	38	38%	
PETER PAN: LEGEND OF NEVERLAND	Sony	20	50%	
PILOT DOWN: BEHIND ENEMY LINES	Oxygen	65	53%	
PITFALL: THE LOST EXPEDITION	Activision	47	71%	
PIRATES: LEGEND OF BLACK KAT	EA	21	38%	
PLAYBOY: THE MANSION	Ubisoft	60	51%	
POLICE 24/7	Konami	19	49%	
POOL MASTER	Take 2	05	45%	
POOL PARADISE	Awesome Studio	48	72%	
POOL SHARK 2	Zoo Digital	57	56%	
PORTAL RUNNER	3DO	16	55%	
PREDATOR: CONCRETE JUNGLE	Vivendi	63	58%	
PREMIER MANAGER	Zoo Digital	31	80%	
PREMIER MANAGER 2004/2005	Zoo Digital	57	63%	
PRIDE FC	THQ	34	75%	
PRIMAL	SCEE	33	79%	
PRINCE OF PERSIA: WARRIOR WITHIN	Ubisoft	56	87%	
PRISONER OF WAR	Codemasters	24	73%	
PRO EVOLUTION SOCCER 4	**Konami**	**55**	**94%**	
Inredible customisation, subterranean depth and sublime control. As rewarding as it gets.				
PROJECT EDEN	Eidos	14	86%	
PROJECT: SNOWBLIND	Eidos	59	83%	
PROJECT ZERO 2: CRIMSON BUTTERFLY	Tecmo	45	82%	
PRO RALLY 2002	Ubisoft	22	68%	
PSI-OPS: THE MINDGATE CONSPIRACY	Midway	52	86%	
PSYCHONAUTS	**Majesco**	**65**	**90%**	
Explore the mental landscapes of certified nutters in one of PS2's finest platformers.				
PTO IV	Koei	48	41%	
PUNISHER, THE	THQ	60	82%	

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
PUYO POP FEVER	Sega	46	85%	
QUAKE 3 REVOLUTION	Bullfrog	08	85%	
RAINBOW SIX 3	Ubisoft	47	77%	
RALLY CHAMPIONSHIP	SCi	24	56%	
RALLY FUSION: RACE OF CHAMPIONS	Activision	29	68%	
RAPALA PRO FISHING	Activision	65	40%	
RATCHET & CLANK	**SCEE**	**29**	**91%**	
A labour of love on every crafted level. Packing a ton of ingenious gadgets.				
RATCHET & CLANK 2	SCEE	42	85%	
RATCHET & CLANK 3	**Sony**	**56**	**92%**	
PS2 platforming perfection. It gets no better than this. A must for all platforming fans.				
RAYMAN	Ubisoft	18	48%	
RAYMAN REVOLUTION	Ubisoft	05	68%	
RAYMAN 3: HOODLUM HAVOC	Ubisoft	34	80%	
RC REVENGE PRO	Acclaim	04	56%	
READY 2 RUMBLE: ROUND 2	Midway	04	82%	
RED CARD	Midway	23	80%	
RED DEAD REVOLVER	Rockstar	49	86%	
RED FACTION	THQ	11	88%	
RED FACTION 2	THQ	29	85%	
RED NINJA: END OF HONOUR	Vivendi Universal	61	73%	
REIGN OF FIRE	Bam!	30	71%	
RESIDENT EVIL CODE: VERONICA X	Capcom	13	80%	
RESIDENT EVIL: DEAD AIM	Capcom	37	68%	
RESIDENT EVIL SURVIVOR 2 CODE: VERONICA	Capcom	20	41%	
RESIDENT EVIL OUTBREAK	Capcom	45	86%	
RESIDENT EVIL OUTBREAK FILE 2	Capcom	57	71%	
RETURN TO CASTLE WOLFENSTEIN OP. RESURRECTION	Activision	38	80%	
REZ	Sony	18	66%	
RIBBIT KING	Atari	55	22%	
RICHARD BURNS RALLY	SCi	51	66%	
RIDGE RACER 5	Namco	01	72%	
RIDING SPIRITS	Bam!	27	46%	
RIDING SPIRITS 2	Capcom	50	48%	
RING OF RED	Konami	10	74%	
RISE TO HONOUR	Sony	47	71%	
ROBOTECH: BATTLECRY	TDK Mediactive	30	69%	
ROBOT WARS: ARENAS OF DESTRUCTION	BBC	16	63%	
ROADKILL	Terminal Reality	44	72%	
ROCKY	Rage	29	84%	
ROCKY LEGENDS	Ubisoft	55	66%	
ROGUE OPS	Kemco	45	38%	
ROLLERCOASTER WORLD	Midas	47	50%	
ROMANCE OF THE THREE KINGS VIII	Koei	48	70%	
R: RACER EVOLUTION	NAMCO	45	37%	
RTX RED ROCK	LucasArts	38	55%	
RUGBY 2004	EA	40	81%	
RUGBY 2005	EA	63	61%	
RUMBLE RACING	EA	10	76%	
RUMBLE ROSES	Konami	59	69%	
RUNE: VIKING WARLORD	Take 2	13	56%	
RYGAR: THE LEGENDARY ADVENTURE	Tecmo	33	78%	
SAMURAI JACK: THE SHADOW OF AKU	Sega	51	59%	
SAMURAI WARRIORS	EA	52	80%	
SAMURAI WARRIORS: XTREME LEGENDS	Koei	59	66%	
SAMURAI WESTERN	Atlus	65	79%	
SAVAGE SKIES	Big Ben	34	67%	
S.C.A.R. – SQUADRA CORSE ALFA ROMEO	LAGO	63	50%	
SCOOBY-DOO: NIGHT OF 100 FRIGHTS	THQ	25	64%	
SCOOBY DOO: MYSTERY MAYHEM	THQ	49	51%	
SCRABBLE 2003 EDITION	Ubisoft	40	64%	
SECOND SIGHT	**Codemasters**	**53**	**90%**	
Beautiful design and a truly novel take on the stealth genre. A must for anyone.				
SECRET WEAPONS OVER NORMANDY	LucasArts	45	76%	
SEEK & DESTROY	Play It	39	69%	
SEGA BASS FISHING DUEL	Acclaim	33	55%	
SEGA SUPERSTARS	Sega	56	80%	
SERIOUS SAM: NEXT ENCOUNTER	Take Two	49	74%	
SHADOW HEARTS: COVENANT	Midway	60	84%	
SHADOW MAN: 2ECOND COMING	Acclaim	20	68%	
SHADOW OF MEMORIES	Konami	06	80%	
SHADOW OF ROME	Capcom	58	85%	
SHARK TALE	Activision	55	29%	
SHELLSHOCK: NAM '67	Eidos	51	71%	
SHIN MEGAMI TENSAI: LUCIFER'S CALL	Ubisoft	64	85%	
SHINOBI	EA	35	75%	
SHOX	EA	28	61%	
SHREK 2	Activision	51	78%	
SHREK SUPER PARTY	TDK Mediactive	33	58%	
SHOWDOWN: LEGENDS OF WRESTLING	Acclaim	50	72%	
SILENT HILL 2	Konami	15	88%	
SILENT HILL 3	Konami	36	87%	
SILENT HILL 4: THE ROOM	Konami	52	74%	
SILENT SCOPE 3	Konami	31	54%	
SILPHEED	Working Design	03	51%	
SIMPSONS HIT AND RUN	Vivendi	42	77%	
SIMPSONS ROAD RAGE, THE	EA	16	76%	
SIMS, THE	EA	31	85%	
SIMS: BUSTIN' OUT, THE	EA	44	79%	
SINGSTAR	**SCEE**	**49**	**90%**	
For people who don't like games. And for people who love games.				
SINGSTAR POPWORLD	Sony	62	70%	
SKY ODYSSEY	SCEE	08	79%	

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | SILVER AWARD: A top-notch PS2 title that scored between 80-89% | GOLD AWARD: A game scoring 90% or more. An absolute classic.

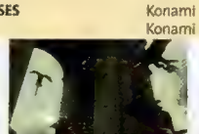
RC SPORTS COPTER CHALLENGE	36%
RUNABOUT 3	22%
SCORPION KING, THE: RISE OF THE AKKADIAN	23%
SEGA SOCCER SLAM	30%
SEVEN SAMURAI 20XX	33%
SHADOW OF ZORRO	35%
SHAUN PALMER'S PRO SNOWBOARDER	35%
SIMPSONS SKATEBOARDING, THE	09%
SKY SURFER	29%
SPACE INVADERS: INVASION DAY	30%
SPEED CHALLENGE: JACQUES	
VILLENEUVE'S RACING VISION	29%

SUNNY GARCIA SURFING	
SUPERCAR STREET CHALLENGE	36%
SURFING H3O	32%
SVEN-GORAN ERIKSSON'S	
WORLD CUP CHALLENGE	08%
TETRIS WORLDS	32%
TERMINATOR 3: ROTM	35%
TOP ANGLER	23%
TWIN CALIBER	30%
WARRIORS OF MIGHT & MAGIC	24%
WDL WAR JETZ	29%
WHIRL TOUR	14%



TOP FIVE

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
SLAM TENNIS	Atari	25	77%	
SLED STORM	EA	21	76%	
SLY RACCOON	SCEE	31	80%	
SLY 2: BAND OF THIEVES	SONY	55	81%	
SMASH CARS	Metro 3D	39	54%	
SMASH COURT TENNIS: PRO TOURNAMENT 2	Sony	50	85%	
SMUGGLER'S RUN	Take 2	03	75%	
SMUGGLER'S RUN 2: HOSTILE TERRITORY	Take 2	17	77%	
SNK VS CAPCOM: SVC CHAOS	SNK	59	78%	
SOCOM: US NAVY SEALS	SCEA	30	82%	
SOCOM 2: US NAVY SEALS	**SCEE**	**44**	**90%**	
Immersive and dramatic - this game alone is worth hooking up to broadband.				
SOLDIER OF FORTUNE: GOLD EDITION	Codemasters	23	64%	
SONIC HEROES	Sega	46	66%	
SOS: THE FINAL ESCAPE	Agetec	33	81%	
SOUL CALIBUR 2	**Namco**	**40**	**93%**	
The very best fighter money can buy. Comes complete with old man Heihachi.				
SONIC MEGA COLLECTION PLUS	Sega	58	69%	
SOUL REAVER 2	Eidos	17	78%	
SPAWN ARMAGEDDON	EA	47	69%	
SPEED KINGS	Acclaim	37	55%	
SPHINX AND THE CURSED MUMMY	THQ	46	64%	
SPIDER-MAN: THE MOVIE	Activision	24	70%	
SPIDER-MAN 2	**Activision**	**51**	**92%**	
Best movie license ever. Best superhero game ever. Best GTA clone. Enough said.				
SPINDRIVE PING PONG	Xplosiv	62	32%	
SPLASHDOWN	Atari	16	75%	
SPLASHDOWN 2: RIDERS GONE WILD	THQ	40	75%	
SPLINTER CELL	**Ubisoft**	**34**	**91%**	
The ultimate 'boys with toys' action adventure that's full of surprises.				
SPLINTER CELL: CHAOS THEORY	Ubisoft	61	88%	
SPLINTER CELL: PANDORA TOMORROW	Ubisoft	51	88%	
SPONGEBOB SQUAREPANTS MOVIE, THE	THQ	59	43%	
SPONGEBOB SQUAREPANTS: MOVIN' WITH FRIENDS	THQ	58	29%	
SPY FICTION	Sammy	54	75%	
SPY HUNTER 2	Midway	46	67%	
SPY VS. SPY	Take Two	61	32%	
SPYRO: ENTER THE DRAGONFLY	Universal	30	68%	
SSX TRICKY	**EA**	**16**	**95%**	
Edgy, funky, cool – compulsive gameplay with riotous effects equals pure fun.				
SSX3	**EA**	**41**	**94%**	
One of the few games to make you feel good about life. Responsive and thrilling.				
STAR OCEAN 3	Ubisoft	55	85%	
STARSKY & HUTCH	Empire	38	77%	
STAR TREK VOYAGER: ELITE FORCE	Codemasters	23	75%	
STAR WARS: BATTLEFRONT	Activision	54	77%	
STAR WARS: BOUNTY HUNTER	Activision	31	62%	
STAR WARS: EPISODE III REVENGE OF THE SITH	Activision	63	48%	
STAR WARS: JEDI STARFIGHTER	Activision	22	80%	
STAR WARS: STARFIGHTER	Activision	09	85%	
STAR WARS: THE CLONE WARS	Activision	33	69%	
STATE OF EMERGENCY	Take 2	20	75%	
STOLEN	Hip Interactive	62	38%	
STREET FIGHTER EX3	Capcom	05	79%	
STREET HOOPS	Activision	28	64%	
STREET RACING SYNDICATE	Codemasters	62	62%	
STUNT GP	Titus	16	38%	
STUNTMAN	Atari	26	74%	
SUFFERING, THE	Midway	48	86%	
SUIKODEN 3	Konami	39	66%	
SUIKODEN IV	Konami	63	65%	
SUMMER HEAT BEACH VOLLEYBALL	Acclaim	39	56%	
SUMMONER	THQ	07	70%	
SUMMONER 2	THQ	29	73%	
SUM OF ALL FEARS, THE	Ubisoft	29	57%	
SUPER BUST-A-MOVE	Acclaim	04	78%	
SUPERFARM	Ignition	42	60%	
SUPERMAN: SHADOW OF APOKOLIPS	Atari	29	48%	
SUPER TRUCKS	Jester	22	45%	
SWAT GLOBAL STRIKE TEAM	Vivendi	42	82%	
SWING AWAY GOLF	EA	05	70%	
SX SUPERSTAR	Acclaim	38	53%	
SYPHON FILTER: THE OMEGA STRAIN	SCEA	50	75%	
TAK 2: THE STAFF OF DREAMS	THQ	64	72%	
TAZ: WANTED	Atari	28	70%	
TEENAGE MUTANT NINJA TURTLES	Konami	47	56%	
TEENAGE MUTANT NINJA TURTLES 2: BATTLE NEXUS	Konami	58	23%	
TEKKEN 4	**SCEE**	**27**	**90%**	
Way more of everything than the stopgap Tournament title. Brilliant.				
TEKKEN 5	**Sony Namco**	**61**	**91%**	
And even better again – the ultimate *Tekken*.				
TEKKEN TAG TOURNAMENT	SCEE	04	87%	
TENCHU: FATAL SHADOWS	Activision	63	68%	
TENCHU: WRATH OF HEAVEN	Activision	34	70%	
TERMINATOR: DAWN OF FATE	Atari	28	49%	
TERMINATOR 3: REDEMPTION	Atari	55	66%	
TEST DRIVE: OFFROAD WIDE OPEN	Atari	16	44%	
THEME PARK WORLD	EA	05	68%	
THING, THE	Vivendi	27	83%	
THIS IS FOOTBALL 2004	Sony	47	75%	
THIS IS FOOTBALL 2005	Sony	56	68%	
THUNDERHAWK: OPERATION PHOENIX	Eidos	14	70%	
TIGER WOODS PGA TOUR 2004	EA	40	81%	
TIGER WOODS PGA TOUR 2005	EA	54	82%	
TIME CRISIS 2	Sony	16	78%	
TIMESPLITTERS 2	**EIDOS**	**28**	**95%**	
Stunning multiplayer action PLUS a massive, varied single-player mode too.				
TIMESPLITTERS 3: FUTURE PERFECT	**EA**	**59**	**90%**	
Given the EA spit and polish, but now rather more soulless than before. Still superb, though.				
TOCA RACE DRIVER	Codemasters	26	82%	
TOCA RACE DRIVER 2	**Codemasters**	**54**	**90%**	
Tracks, cars and – vitally – racing are all super.				
TOKYO ROAD RACE	Midas	36	45%	
TOMB RAIDER: THE ANGEL OF DARKNESS	Eidos	38	58%	
TONY HAWKS UNDERGROUND 2	Eidos	55	89%	
TONY HAWK'S PRO SKATER 4	**Activision**	**30**	**94%**	
Despite not having the impact of THPS3, we suggest you get this version first.				
TOP GEAR DARE DEVIL	Planet	04	62%	
TOP GUN: COMBAT ZONE	Virgin	16	67%	
TOTAL CLUB MANAGER 2005	EA	56	56%	
TOTAL IMMERSION RACING	Empire	31	74%	
TRANSFORMERS	Atari	49	84%	
TRANSWORLD SURF	Atari	26	72%	
TREASURE PLANET	Sony	29	75%	
TRIBES: AERIAL ASSAULT	Vivendi	37	74%	
TRUE CRIME	Activision	43	74%	
TUROK EVOLUTION	Acclaim	27	71%	
TT SUPERBIKES	Konami	63	41%	
TWISTED METAL: BLACK	Sony	13	80%	
TY THE TASMANIAN TIGER 2	EA	55	38%	
U MOVE SUPER SPORTS	Konami	57	63%	
UEFA CHALLENGE	Atari	12	56%	
UEFA CHAMPIONS LEAGUE 2004-2005	EA	59	62%	
UEFA EURO 2004	EA	49	70%	
UFC: SUDDEN IMPACT	Take 2	51	70%	
UFC: THROWDOWN	Ubisoft	27	75%	
UNDER THE SKIN	Capcom	58	70%	
UNLIMITED SAGA	Atari	42	41%	
UNREAL TOURNAMENT	Atari	07	82%	
URBAN FREESTYLE SOCCER	Acclaim	45	72%	
URBZ – SIMS IN THE CITY, THE	EA	56	50%	
USA RACER	Davilex	36	37%	
VAMPIRE NIGHTS	SCEE	21	59%	
VAN HELSING	VU Games	49	67%	
VEXX	Acclaim	34	73%	
VIB RIPPLE	Sony	52	58%	
VICTORIOUS BOXERS	Empire	14	80%	
VIETCONG: PURPLE HAZE	Gathering	54	71%	
VIEWTIFUL JOE	Capcom	54	88%	
VIEWTIFUL JOE 2	Capcom	58	85%	
VIRTUA FIGHTER 4 EVOLUTION	Sega	36	87%	
VIRTUAL-ON: MARZ	Sega	39	56%	
VIRTUA TENNIS 2	Acclaim	30	88%	
V-RALLY 3	Atari	24	81%	
WACKY RACES	Atari	11	63%	
WAKEBOARDING UNLEASHED: FT. SHAUN MURRAY	Activision	37	65%	
WALLACE AND GROMIT IN PROJECT ZOO	Bam!	41	69%	
WARHAMMER 40,000: FIRE WARRIOR	THQ	40	65%	
WAR OF THE MONSTERS	SCEE	34	69%	
WAY OF THE SAMURAI	Capcom	50	80%	
WDL THUNDER TANKS	3DO	06	69%	
WHIPLASH	Eidos	46	72%	
WHO WANTS TO BE A MILLIONAIRE 2	Eidos	17	53%	
WILD ARMS 3	Ubisoft	33	71%	
WILD WILD RACING	Rage	03	71%	
WINNING ELEVEN 7 INTERNATIONAL	Konami	50	89%	
WINNING ELEVEN 8	**Konami**	**53**	**92%**	
A digital depiction of footballing brilliance second to none.				
WIPEOUT FUSION	Sony	19	73%	
WOODY WOODPECKER: ESC. FROM BUZZ BUZZARD'S PK	Cryo	30	49%	
WORLD CHAMPIONSHIP SNOOKER 2004	Codemasters	51	80%	
WORLD CHAMPIONSHIP RUGBY	Acclaim	48	55%	
WORLD WAR ZERO: IRONSTORM	MC2	48	77%	
WORMS 3D	Sega	42	80%	
WORMS4: MAYHEM	Codemasters	64	47%	
WORLD RALLY CHAMPIONSHIP 4	SCEE	55	87%	
WORLD SNOOKER CHAMPIONSHIP 2005	Sega	61	68%	
WRECKLESS: THE YAKUZA MISSIONS	Activision	30	38%	
WWE CRUSH HOUR	THQ	37	49%	
WWE SMACKDOWN! VS. RAW	THQ	56	85%	
WWF SMACKDOWN! JUST BRING IT	THQ	16	80%	
XGRA: EXTREME G	Acclaim	40	75%	
X-MEN LEGENDS	Activision	55	69%	
X-MEN: NEXT DIMENSION	Activision	31	67%	
X-MEN: WOLVERINE'S REVENGE	Activision	36	75%	
X SQUAD	EA	06	59%	
YETISPORTS ARCTIC ADVENTURES	JoWood	65	44%	
YU-GI-OH!: DUELLISTS OF THE ROSES	Konami	41	62%	
ZOE 2: THE 2ND RUNNER	Konami	35	79%	



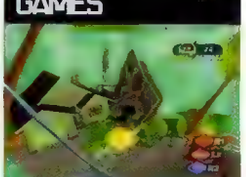
FLOGGED-TO-DEATH SERIES

1. DYNASTY WARRIORS
2. MEGA MAN
3. JAMES BOND
4. BATMAN
5. KING OF FIGHTERS

SURVIVAL HORROR GAMES

1. SILENT HILL 2
2. SILENT HILL 3
3. COLD FEAR
4. RESIDENT EVIL: CODE VERONICA X
5. HAUNTING GROUND

TELEKINESIS GAMES



1. PSYCHONAUTS
2. SECOND SIGHT
3. PSI-OPS: MINDGATE CONSPIRACY
4. DESTROY ALL HUMANS!
5. LEGO STAR WARS

MINORITY SPORTS

1. HUNTING (CABELA'S DANGEROUS...)
2. PING PONG (SPINDRIVE)
3. CYCLING (LE TOUR DE FRANCE)
4. HORSE RACING (GALLOP RACER)
5. FISHING (SEGA BASS FISHING DUEL)

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | **SILVER AWARD:** A top-notch PS2 title that scored between 80-89% | **GOLD AWARD:** A game scoring 90% or more. An absolute classic.

QUICK TIP: BRIAN LARA CRICKET
ENTER 'GONEFORADUCK'
TO UNLOCK CLASSIC PLAYERS

Pro-

TRAINING YOU IN THE DARK ARTS OF PS2

96 MEDAL OF HONOR: EUROPEAN ASSAULT
Everything you need in order to recreate the war the PSM2 way.

98 THE INCREDIBLE HULK
Are you angry? Wouldn't we like you when you're angry? Assauge your rage with our guide to Hulk's hard bits. (Ahem.)

106 PRO DOJO
Another month, another Dojo. Prove your skills at games. Send us tapes of your efforts. Attempt to beat your peers into submission. The war rages on on page 106.

Tips. That's 'spit', but backwards. Makes you think, eh? Not sure what about, but it does.

TIP OF THE MONTH

ARE YOU LESS THAN FANTASTIC? ARE YOU MERELY MEDIOCRE? DON'T WORRY – OUR TIPS WILL MAKE YOU SUPER-FANTASTIC.

FANTASTIC 4

INFINITE COSMIC POWER
At the main menu, quickly press ↑, ◎ (3), ←, →, ◎. If you entered the code correctly, you will hear a sound.

HELL BONUS LEVEL
At the main menu, quickly press → (2), Square, ◎, ←, ↑, ↓ to unlock the Hell level. If you entered the code correctly, you will hear a sound.

BARGE ARENA AND STAN LEE INTERVIEW 1
At the main menu, quickly press ◎, ◎, ◎, ↓ (2), ◎, ↑ to unlock the Barge arena and Stan Lee Interview #1. If you entered the code correctly, you will hear a sound.

SEE THE FANTASTIC FOUR'S ULTIMATE COSTUMES
Enable the "Hell bonus level" code. When the level begins, Sue (and Ben if playing in co-op mode) will be in their Ultimate costumes. Note: When reaching the rest of the Fantastic Four at the end of the level, they will also be in their Ultimate costumes.

SURVIVAL KILLING STAGE 2: BARGE ARENA
Collect two Fantastic Four icons to unlock the Survival Killing Stage 2: Barge arena.

SURVIVAL KILLING STAGE 3: UNDERGROUND ARENA
Collect four Fantastic Four icons to unlock the Survival Killing Stage 3: Underground arena.

SURVIVAL KILLING STAGE 4: TIKAL ARENA
Collect seven Fantastic Four icons to unlock the Survival Killing Stage 4: Tikal arena.

SURVIVAL KILLING STAGE 5: HORUS ARENA
Collect 20 Fantastic Four icons to unlock the Survival Killing Stage 5: Horus arena.

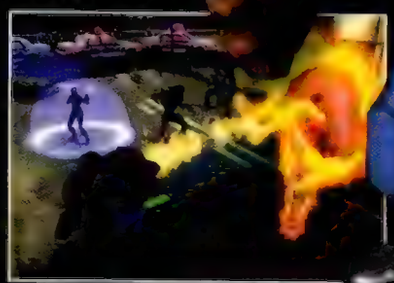
SURVIVAL KILLING STAGE 6: ELEVATOR ARENA
Collect 25 Fantastic Four icons to unlock the Survival Killing Stage 6: Elevator arena.

SURVIVAL KILLING STAGE 7: SHIELD ARENA
Collect 28 Fantastic Four icons to unlock the Survival Killing Stage 7: Shield arena.

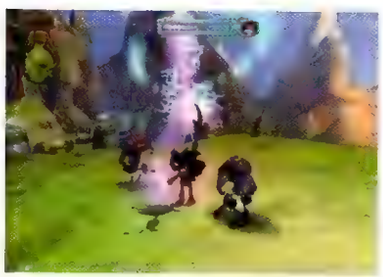
GUARD GRANNY STAGE ARENA
Collect 31 Fantastic Four icons to unlock the Guard Granny stage arena.

BONUSES
Purchase the listed bonus from the upgrade menu when you have enough points.

Biographies of original Fantastic 4 enemies #1
Purchase for 2000 points.
Biographies of the original Fantastic 4 enemies #2
Purchase for 2000 points.
Biographies of classic Fantastic 4 villains #1
Purchase for 2000 points.
Biographies of classic Fantastic 4 villains #2
Purchase for 2000 points.
Biographies of the Fantastic 4
Purchase for 2000 points.
Boss monster drawings concept
Purchase for 1000 points.
Character pencil sketches (Marvel) concept
Purchase for 1000 points.
Chris Evans interview
Purchase for 5000 points.
Classic Fantastic 4 cover #1
Purchase for 2500 points.
Classic Fantastic 4 cover #2
Purchase for 2500 points.
Classic Fantastic 4 cover #3
Purchase for 2500 points.
Classic Fantastic 4 cover #4
Purchase for 2500 points.
Classic Fantastic 4 cover #5
Purchase for 2500 points.
Classic Fantastic 4 cover #6
Purchase for 2500 points.
Developer interview #1
Collect 22 Fantastic Four icons.
Developer interview #2
Collect 33 Fantastic Four icons.
Enemy drawings concept
Purchase for 1000 points.
Jessica Alba interview
Purchase for 5000 points.
Julian McMahon interview
Purchase for 5000 points.
Latveria 1 bonus mission
Beat the game on Medium.
Latveria 2 bonus mission
Beat the game on Hard.
Ioan Gruffudd interview
Purchase for 5000 points.
Michael Chiklis interview
Purchase for 5000 points.
Stan Lee interview #1
Collect 9 Fantastic Four icons.
Stan Lee interview #2
Collect 13 Fantastic Four icons.
Stan Lee interview #3
Collect 26 Fantastic Four icons.
Stan Lee interview #4
Collect 29 FF icons.
Stan Lee interview #5
Collect 35 Fantastic Four icons.
Ultimate Fantastic 4 comic panels concept
Purchase for 1000 points.
Ultimate Fantastic 4 Panel #1
Purchase for 2500 points.
Ultimate Fantastic 4 Panel #2
Purchase for 2500 points.
Ultimate Fantastic 4 Panel #4
Purchase for 2500 points.
Ultimate Fantastic 4 Panel #5
Purchase for 2500 points.
Ultimate Fantastic 4 Panels #3
Purchase for 2500 points.
Ultimate Fantastic 4 sketches concept
Purchase for 1000 points.
Zak Penn and Marty Signore interview #1
Purchase for 5000 points.
Zak Penn and Marty Signore interview #2
Purchase for 5000 points.



10



TAK 2: THE STAFF OF DREAMS

CONTROL OPENING SEQUENCE
While the game is loading, press ↑ or ↓ to make Tak's head grow and shrink. While Tak is running by on the loading screen, hold ← or → and ⊗ to make him run slower.

DINKY MINI-GAME BONUSES
Go under Juju potions and select "Universal Card". Then, put in the following numbers for bugs, crystals, and fruits:
Balloon Head Showdown: 48, 62, 19
Barrel Blitz: 1, 105, 81
Big Air: 233, 127, 204
Catapult Chaos: 103, 33, 20
Change Tak feather color: 4, 9, 23
Chicken Tennis: 202, 17, 203
Chuckin' Chickens: 18, 71, 50
Commercials: 6, 16, 6
Concept art: 30, 37, 51
Dart Tomb Dogdem: 83, 43, 142
Dead Juju character: 55, 171, 35
Fauna character: 44, 13, 0
Flea Fly: 22, 6, 17
Frog Derby: 281, 62, 149
Game music: 14, 17, 7
Glide Ride: 131, 61, 179
Gloomleaf arena: 68, 13, 8
Increased manna magnet: 3, 27, 31
Introduction sequence: 8, 2, 5
JB character: 16, 19, 38
Krash course: 5, 41, 41
Lok character: 2, 2, 5
New particle effects: 31, 18, 2
Snowboard Air Time: 233, 127, 204
Sound effects set 1: 4, 55, 36
Tak FMV sequence: 30, 21, 88
Tak suit pictures: 11, 4, 17
Tlaloc character: 99, 363, 2
Vine Climb: 8, 1, 37

ANIMALS
After you get the Dream Shaker, Moon Juju will tell you to pick an animal to enhance your powers: Piranha, Jaguar, Dragon, or Eagle. The Piranha is not powerful. The Eagle can only kill one at a time. The Dragon has extremely short range. The Jaguar is the best choice.

DEFEATING THE DREAM GUARDIAN
At first, dash up the spiral staircase. Jump to dodge his attacks until you go through the door. You will fall. Just keep dodging his attacks and he will die.

DEFEATING PINS AND NEEDLES
They will attack you from the rift. Dodge them until they appear. Attack them and keep doing this until they make Moon-Dust dummies. Use Juju Lighting Strike (L1 + R1 + ◎). Do this two or three times. Also, do the same to Needles.

DEFEATING TLALOC
At first, Tlaloc will shoot blasts at Dead Juju, Lok, and Jibolba. Run over to Jibolba and press ◎ to switch bodies. Then, kill all the Nightmare Creatures. Next, switch with Dead Juju and do the same thing. Then, switch with Lok and do the same thing again. Then Tlaloc will lose his barrier. Attack him. Tlaloc will now change strategies. He will send Nightmare Creatures at your friends. Kill them all, then attack Tlaloc. Keep repeating this process until Tlaloc is defeated.

MADAGASCAR

LEVEL SELECT
While playing a game, press L1 (2), ◎, L2, L1, ⊗, △, R1, △.

INVINCIBILITY
While playing a game, press ↑, ↓, ⊗ (2), L1, L1, R2, L2, △, □, ◎.

ALL POWER-UPS
While playing a game, press ◎, ⊗ (2), ◎, △, L1, □, R1, L1.

BIRD FLYING MINI-GAME
While in level three, go in the right subway entrance to find one of the arcade games.

EASY COINS
Collect 30 coins, then go to the Zoovenir Shop. Buy the Coin Magnet, which will make nearby coins come to you. Additionally, in level three with Gloria (the hippo), hit thirty cars to get 15 coins. Note: This only works once.

THE BANQUET
Go to the main lemur that is on the drum where all the food lies. Talk to him ten times in a row to earn food. Note: This can only be done twice.

DEFEATING FOOSA
In the final fight with Foosa at the end of the game, you will be on a platform with spikes around you. Foosa will

SAMURAI WESTERN

PLAY AS COW GIRL ANNE
Successfully complete survival mode two or more times to unlock Cow Girl Anne.

PLAY AS WAY OF THE SAMURAI 1 AND 2
Successfully complete all levels (including the extra levels) on the super hard difficulty setting to unlock Way Of The Samurai 1 and 2.

HIDDEN BONUS CHARACTERS
Find the wanted posters in the following levels to unlock the corresponding character:

SWEETHEART
Normal level 16 (Wilderness): Look in the dining room, behind the screen.

URCHIN
Normal extra level 5 (Wilderness): Look at the top of the hill.

RIPPER
Hard level 1 (Cactus Gulch): Found above the general store next to the saloon.

OAF
Hard level 2 (Saloon): Search down by the stairs.

EVE
Hard level 3 (Cactus Gulch): Hidden in the back of the small path next to the train station.

VILE
Hard level 4 (Ghost Town): From your starting position, look behind the road blocking sign in front of you.

LITTLE BABY
Hard level 5 (Goldberg Residence): Found behind a door.

BART
Hard level 6 (Fort): Found in an opening by the entrance to the courtyard.

GENERAL
Hard level 7 (Cactus Gulch): Search inside the small room along the tracks.

FACELESS
Hard level 8 (Saloon): Found over the chandelier.

JOEY
Hard level 9 (Coal Mine): Go past the bridge and look above the dead end to the right.

NATHAN
Hard level 9 (Coal Mine): From the starting location, search the building directly in front, and beyond the slippery ground.

ANNE
Hard level 10 (Ghost Town): Found in the cemetery.

BRAT
Hard level 10 (Ghost Town): Search inside the bathroom.

DONNA
Hard level 11 (Cactus Gulch): Get to a position where the train station is behind you. Look on the terrace of the building to the left and diagonal from your location.

JEAN
Hard level 12 (Wilderness): Found next to the bridge.

FACELESS (TYPE 2)
Hard level 13 (Saloon): The pipe next to the stage.

LANKY
Hard level 14 (Wilderness): Look around the entrance to the level.

RANDO
Hard level 15 (Fort): Search the back of the right side of the fort.

GOLDBERG (NORMAL)
Hard level 16 (Goldberg Residence): Look behind the back stairs inside Goldberg's room.

RALPH
Hard level 16 (Goldberg Residence): On the first floor, search the pipe on the back left.

GOLDBERG (BATTLE)
Easy extra level 1 (Fort): Found above the statue.

KILLER
Hard extra level 2 (Coal Mine): Above the coal mine entrance.

CLAUDIA
Hard extra level 4 (Coal Mine): Go past the bridge and enter the room with a crane. It is on the wall

HARVEY
Hard extra level 4 (Coal Mine): Look behind the bridge.

ACTION REPLAY CODES

THE NEW CODES FOR ACTION REPLAY MAX

You must enter the M code first for these codes to work.

KILLER7

(M)
7FZY-ECEU-19DOK
ZP75-QU69-10R4Q
INFINITE HEALTH
RFRH-7E68-MA098
WG36-KEDU-XCE46
4UQU-K33K-3KEM8
INFINITE AMMO
828M-E357-9GTVZ
2WE7-RVHW-DV6T1
MAX OPPONENTS DEFEATED
JAG5-ACR1-1H9GY
W11G-HRHF-G2H2G
ALL CHARACTERS AVAILABLE
72Q0-WBQ5-64ZZW
K045-DHWD-8BC13
NAAT-8XN4-FFECC
TEAM MEMBERS ALWAYS ALIVE
8XEG-01G2-9B98F
E28U-QP1K-5R22D
6WVZ-YJ3V-G0728
CHECK SKILL TO MAX UP SKILLS
25TK-KYDH-FVJAD
XCZ8-6K3Q-8ATAP
51W1-Y5XR-H3WEU
65NW-C5AU-BH1WX
JQ2R-XJCO-7HNCP
99JJ-RNF5-YQE05
SIZE MODIFIER
741F-YPH0-2C4U7
VERY SMALL PLAYER
247E-VKWP-T1RJU
C59K-F4V5-GFATV
GIANT PLAYER
P483-WZ2U-37JK7
5XKQ-G9B8-MACUK

FANTASTIC 4

(M)
MRF9-C2VZ-K8XWE
EYRD-PIXY-7XX8A
ALL LEVELS OPEN
6GKW-BYEZ-EZBFZ
E8HB-11KF-R6EHE
INVINCIBLE PLAYERS
5WFW-05C3-3VKQT
YCD1-ZD66-5P85Q
INFINITE COSMIC POWER
HKMX-8ATK-NE7WQ
1JT0-AHHC-AH1YZ
ALL GOALS
EDTH-NT7M-53H22
INTRO
518Y-156Z-QNR0B
J814-2XVG-1A5MY
BROOKLYN
X083-WJ2U-22EXK
623H-TZ04-MYCB8
UNDERGROUND
17JM-ERNQ-68G0H
92EE-6F1G-HZ3EG
TIKAL
C5T5-HNEB-6G4NW
WXDZ-3673-E8PGQ
TIMES SQUARE
UHUQ-8KK7-CC54N
3PJ4-TX26-F7NRR
SHIELD
PU5B-0QJD-5QN0T
67C5-H0T8-K0TAD
SPACE
6EYQ-JQ13-GBX69
M7MT-R774-QRENN
DOOM
8DV7-VQYT-YD1DT
KBQ8-8387-JXTY7
ALL COMPLETE
XJ18-9HT0-8XAKW
2HQR-CA4R-M41FV
211U-2FTW-FG906
PNNK-NBZW-1YGGD

Pro Tips

TRAINING YOU IN THE DARK ARTS OF PS2

ACTION REPLAY CODES

SHIN MEGAMI TENSAI LUCIFER'S CALL

(M)
PH2N-3EZU-4BMYY
EXGC-206F-C31XV
STATS CODES
7T9N-7T62-QXT9E
JB9E-91K0-74840
MAX ST
ECE1-FMUG-HAH00
ZQTT-1D55-98F6M
MAX MA
MG10-W2Z5-M43RQ
KTE8-86G7-C6DYY
MAX VI
UDKE-9C95-ECK5Y
5Q6G-J8HD-79PX4
MAX AG
R0FM-JUV6-66JG3
70AT-G4HB-XVFPF
MAX LU
VVE3-WQ6K-DPUMR
EJRD-DY7R-R9A7Z
NO RANDOM BATTLES
1UPH-EU4P-E49MP
P4TH-EQR3-TT15K

7 SINS

(M)
QRW2-KA62-24060
AG3F-NZER-EKA33
INFINITE SINS
58NB-16KA-25KM1
7H0U-K58G-N1KTT
NEVER FILL
WEAKNESS GAUGES
HTGA-FHC0-BDYGP
QK93-A16B-T924A
UFRF-P084-V8U3X
WYTZ-FFIT-R9F15
RWDT-K465-RG62G
NY97-385N-KC9WM
DISPLAY 'LIKES'
6E6C-TXMP-CXRAK
0YKA-F4J9-CQKUX
INFINITE MONEY
62JX-2J6Y-13BXY
32A1-DKHW-ZB0HE
TEEK-B7X1-G1YJU
E0FY-N5HB-CY08Y
00N1-DTCM-QYCZE
8E8N-3H0Z-P265T
GW2B-KURD-RDR7G
YT57-TTRX-2MD6V

BIG MUTHA TRUCKERS 2

(M)
A1WY-15HD-T05JG
ZZ68-XDAV-00RA9
FREEZE TIMERS
U6V9-WM65-FUC6B
W4C0-GE1A-4YBCG
DER9-25ZA-N31YX
MAX CASH
U280-TCGX-NN0N0
6244-QRP1-JXQPJ
0VE7-WU0C-KAURQ
EXTRA CHECKPOINT TIME
RVTJ-1BQ3-4EQYG
M7ND-EB0P-2NQYH
JWVR-AJ8G-HFANV
DISABLE COP AI
NCZ3-M8D1-DD9GF
KHVV-JGW3-HV43M
MPD1-XY72-TM600
NO DAMAGE
E27A-EKV5-06940
49JN-TJU6-GY52J
OPEN GALLERY
59NN-E76Z-9VM3T
975T-7BAG-V1K83AV

MEDAL OF HONOR: EUROPEAN ASSAULT

CHEAT MODE
Pause the game, then hold L1 + R1 and press ◎(2), ←, △, ◎, ⊗. If you entered the code correctly, the phrase "Enter Cheat" will appear. The following codes may now be enabled after L1 + R1 are released:

INVINCIBILITY
Enable the cheat mode code, then press □, L2, L1, △(2), L2. Repeat this code to disable its effect.

INFINITE AMMUNITION
Enable the cheat mode code, then press L2, L1, □, L2, L1, L1. Repeat this code to disable its effect.

FULL ADRENALINE METER
Enable the cheat mode code, then press L1, L2, R1, ↑, △, ◎.

KILL NEMESIS
Enable the cheat mode code, then press ↓, L2, L1, L1, ↑, □. The person you have to hunt down in various missions will be killed.

PICKUP OSS DOCUMENT
Enable the cheat mode code, then press ↑, ⊗, L2, L1, ↑, □. Repeat this code to disable its effect.

DISABLE SHELLSHOCK
Enable the cheat mode code, then press L2, R1, L2, L1, △(2). Repeat this code to disable its effect.

DISABLE HUD
Enable the cheat mode code, then press ◎, ↓, ◎, ↑, △, ◎. Repeat this code to disable its effect.

COMMIT SUICIDE
Enable the cheat mode code, then press ⊗, △, ◎, →, △. Circle. Note: This code only works in single-player mode.

MEDKITS
Successfully complete a level to get one medkit for every person in your squad that did not get killed.

REVIVES
Finish a mission with all objectives completed to get a revive.

USING MOUNTED MACHINE GUNS EFFECTIVELY
There are mounted machine guns that you can use to shoot Nazis. This is not easy and is also risky because you're shooting from a fixed position and cannot duck or hide. To get around this problem, send your squad directly next to the machine gun. They will use it instead of you, and effectively mow down any enemies that are nearby like lambs to the slaughter.

EASY COMPLETION OF OPERATION CHARIOT MISSION
In the beginning of the first level, charge up to the Nazis and blast away with your machine gun. A soldier will shoot at you from a crane; ignore him. Go to the far right to find the cap. If you still have ammunition, more Nazis will appear; shoot them quickly. You must return to the first part of the dock you came from to complete the level.

HIDDEN GRENADES IN ESCAPE TO DAWN MISSION
When you are on the last level of the first attacks and the Panzer comes through the wall, let it blow up the mini houses. When they are blown up, get the grenades in them. If you get enough of them, you can destroy the Panzer. Keep throwing the grenades – it takes a while, but keep at it and you'll get there in the end.

FINAL OBJECTIVE IN OPERATION VIRUS HOUSE MISSION
After making your way up the stairs to the courtyard where Von Schrader is found, use Adrenaline mode and defeat him. Then run out of the courtyard and go up the stairs that were previously barricaded. Proceed to take out the two guards, then run through the doors until you get to a large control panel overlooking the courtyard. Press ⊗ and the last objective of "Eliminate Von Schrader and Disable the Dirty Bomb" will be completed and the mission will be over.

VON SCHRADER'S JOURNAL IN FINAL MISSION
In the final mission, you will have to find Von Schrader's journal. It is not located in the bunker where Von Schrader is found. It is located in the trenches at the bottom of the steep hill with the tank on top of it that gets blown up by the planes. It's directly below one of the gun emplacements in those trenches.

DEFEATING THE NEMESIS BOSSES
Before you get to the Nemesis Bosses, fill up your adrenaline meter. This can be easily done by performing head shots. Once your meter is full, save it until you get to the Boss. Once you see him, press ↑. You will now have limited immortality and unlimited ammunition. If you have a sniper rifle, you can shoot the Boss in the head a few times. If you have a sub-machine gun such as a Thompson or an STG-44, you can run up to the Nemesis and just shoot him. Another way to inflict serious damage is to use a rocket launcher. Note: You will not have unlimited ammunition for this – it's best to have a good back-up weapon. If you still have not killed the Boss and your meter is almost empty, take cover. Also, if there are enemies surrounding the Boss, which is true in most circumstances, eliminate them before you attack the Boss.

DEFEATING THE NEMESIS IN FINAL MISSION
You will start with an M1 Garand and a BAR rifle at the beginning of the level. Walk down the bunker you start at and choose the bazooka for the Garand. Take the BAR and save the bazooka ammunition for the Nemesis. By doing this, you can use three bazooka shots on him and defuse the bomb. Easy!

MISSION OBJECTIVES

ST. NAZAIRE: OPERATION CHARIOT
Primary objective: Locate Captain Beck
Secondary objective:
Fall back to HMS Cambeltown
St. Nazaire: Raid on St. Nazaire
Primary objective: Destroy Fuel Tanks
Secondary objectives:
Eliminate Klaus Mueller
Find V2 Rocket Fuel Specifications
Locate and destroy Anti-aircraft Gun
Destroy Shore Gun
Capture German Bunker
Return to HMS Cambeltown

ST. NAZAIRE: LIGHTS OUT IN THE PORT CITY
Primary objective: Destroy Power Plant
Secondary objectives:
Eliminate German Infantry Unit
Destroy 3 V2 Rocket Hull
Locate and Destroy German U-Boat
Eliminate Horst Benner
Uncover V2 Rocket Equipment Blueprint

ST. NAZAIRE: ESCAPE AT DAWN
Primary objective: Escape to French Countryside
Secondary objectives:
Destroy Machine-Gun Nest
Eliminate Erich Kostor
Destroy Radio Tower
Obtain North African Shipping Manifest

set the back of the platform on fire and then start chasing you. He will get tired and you will have a chance to hit him. After that, he will blow green air at you. Keep jumping. He will then go to the other side of the platform and start to give the vultures a signal to attack. Keep roaring at them. This process will continue until the leader Foosa's life meter runs out.

DEAD TO RIGHTS II

COMPLETION BONUSES
Successfully complete the game on the easy difficulty setting to unlock Art Gallery 1 and the Cabal guns.

Successfully complete the game on the normal difficulty setting to unlock the .50 Desert Eagle and the hard difficulty setting.

Successfully complete the game on the hard difficulty setting to unlock the Molotov cocktail and the expert difficulty setting

Successfully complete the game on the expert difficulty setting to unlock the rocket launcher and Cabal rifle.

Successfully complete instant action mode on the easy difficulty setting to unlock the Cabal SMG and the Art Gallery 2.

Successfully complete instant action mode on the normal difficulty setting to unlock Extra Adrenaline.

Successfully complete instant action mode on the hard difficulty setting to unlock Extra Health and the expert difficulty setting.

Successfully complete instant action mode on the expert difficulty setting to unlock Extra Ammo.

GUILTY GEAR ISUKA

ANTARCTICA STAGE
In arcade mode level 100, defeat Leopaldan to unlock the Antarctica stage.

PLAY AS EX CHARACTERS
In arcade mode level 100 and higher, EX characters will challenge you. Defeat them to unlock them.

PLAAY AS KAKUSEI SOL AND KAKUSEI KY
Play Scramble in RK II Factory on the normal difficulty setting. Finish the last stage with a score of 1,500,000 or greater. Robo Ky II Substance will appear. Defeat him to get Kakusei Sol and Kakusei Ky.

CAST YOUR VOTES NOW!
FOR THE BIGGEST AWARDS OF THE YEAR

GOLDEN JOYSTICK AWARDS 2005

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FIVE MOVES YOU MUST KNOW

SAVE YOUR SMASH POINTS UP FOR THESE KILLER MOVES...

HAMMERTOSS
Tap ◎ in front of a tank and Hulk grabs it by the barrell. Rotate the left analogue stick to swing it, lock on to a target and release to cause massive damage. Simple but effective.

AIR CANNONBALL
Leap into the air, hold down the punch button to charge and Hulk crouches into a ball and hurls himself at the enemy. Good for slow-moving ground units, specifically tanks.

CRITICAL THUNDERCLAP
You'll be using this one a lot. While in critical mass, hold punch and special to unleash a huge wave of energy that destroys anything and everything in your immediate vicinity.

HITCHHIKE
While in the air next to a large enemy, press and hold ◎ to latch onto a part of their body. Then proceed to batter the punch button. You can use this to target specific areas of large mechs.

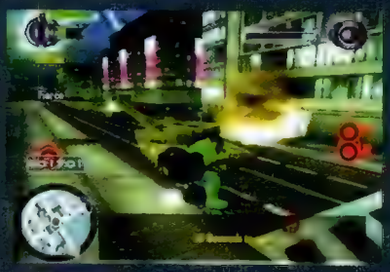
AIR DASH LEVEL 1/2
While jumping, press R1 to surge forward rapidly. This lets you cover greater distances and, most importantly, change direction while chain-jumping. This is important to learn.

LEARN THESE SKILLS

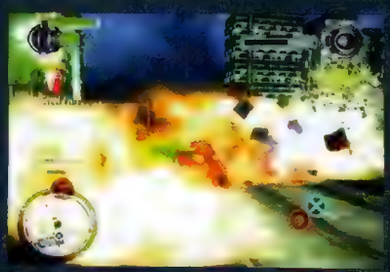
PERFECT YOUR SKILLS AND THEN DEMOLISH EVERY MISSION.

CHAIN JUMPING
This is absolutely essential. Jump, charge up and just as you land, hit jump again and you'll continue to gain speed and height. Master this to cover great distances super-quick.

LOCK-ON
The lock-on in Hulk is really rather good, so take advantage of it. Keep switching targets with the right stick and you can leap about as madly as you like without losing focus.



WEAPONIZATION
It's easy to forget about this during a chaotic battle, but missile packs, cars, buses and other things can be turned into weapons. Just hit ⓐ to activate them.

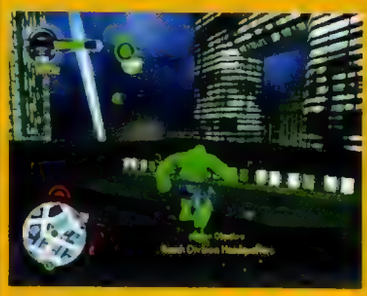


SIDE-MISSIONS
To get yourself extra smash points, finish some of the side-missions. They're a bit rubbish but useful if you're after a move like the Gamma Bomb.

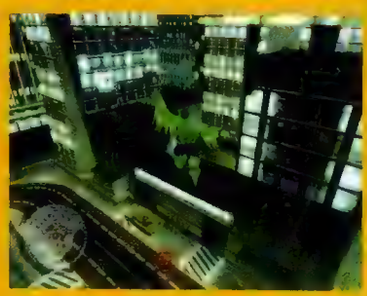
CHAPTER 1–3

"NEED TO KNOW"

First of all, make your way to Division Headquarters. Break through the tanks at the entrance and run up the side of the building. When you reach the roof, smash the crates until you reveal the computer unit. Destroy the helicopters, grab the unit and chain jump back to the hotel. Drop it in the marker.



The front of the Division HQ is heavily-guarded.



Press R1 and run up the side of the building.

Defeat the choppers and wreck the crates.

Chain jump back to the church as fast as you can.

CHAPTER 1–4

"PROTECT AND SERVE"

To defeat the Abomination you have to make the walls collapse on him. The best way to do this is to stand on top of the white gas tanks – he'll punch them to get at you and end up crushing himself with rubble. Jump away quickly, though, because you can get trapped yourself.

Don't let the tanks reach the front of the research centre.

Grab a car and use the Steel Fists weaponization move.

Five direct hits and the centre will be destroyed.

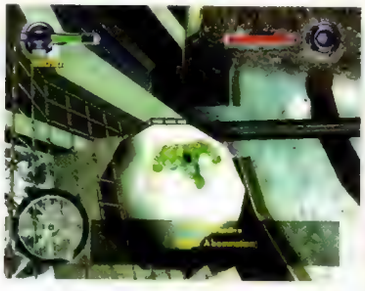
Charge your attacks as much as possible for extra power.

CHAPTER 1–6

BOSS BATTLE (ABOMINATION) "NEMESIS"

As soon as the mission begins swarms of tanks will head for the research centre and your task is to prevent it from being destroyed. Stay at the base of the centre and whenever a tank gets near, use Steel Fists to defeat it. Keep on top of them for four minutes to complete the missions.

The Abomination's grab attacks are lethal.



Wear him down a little with thrown objects.

It takes about for collapses to defeat him.

Leap away to avoid being crushed by the pillars.

CHAPTER 2–1

"GET YOURSELF A CONVOY"

Three convoys of trucks will make their way through the badlands in this mission. You have to intercept each one before they reach their destination. Ignore their defences and chain jump after them, locked on. Perform an Air Strike and finish them off with punches.

Convoy A departs directly in front of your starting point on the level.

Convoy B trucks its way through the town over to the east.

Convoy C comes from the west and is protected by nasty mechs.

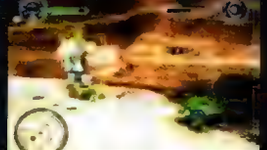
Time is short, so go straight for the trucks themselves. Air Strike them to hell.

CHAPTER 2–3

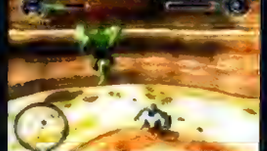
BOSS BATTLE (HULKBUSTER) "PROVING GROUNDS"

Firstly, destroy the three satellite uplinks to prevent the Hulkbuster from calling in backup. Then, when they've been dealt with, attack it with Critical Thunderclaps, Air Strikes and by throwing objects at it. It'll take a while, but keep cracking away, depleting its health bar bit by bit.

Destroy the satellites to get rid of the accursed army.



Keep moving to avoid the Hulkbuster's homing strikes.



Throw some large rocks to disable its missile pack.

Use plenty of fully-charged Air Strike attacks to destroy it.

CHAPTER 3–3 BOSS BATTLE (MERCY)

"MERCY"

Mercy can only be damaged by throwing objects at her or by striking just after she's finished a big attack. Don't get too close or she'll perform deadly moves – instead, keep your distance, keep moving and time your attacks. Critical Thunderclaps will help massively here.

Throw gas canisters and pillars at her to weaken her defences.

Avoid the bubbles or you'll get stuck to the ground and be open to attack.

Attack just as she teleports away to the other side of the room.

When her powers are gone, deliver a final punch. Victory!

CHAPTER 4–2

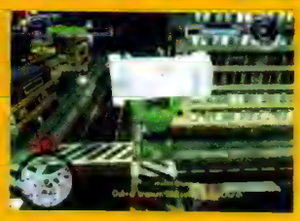
"A BIRD IN THE HAND"

Catch up with the helicopter before the timer runs out. When you reach it, use Air Strikes, Air Dashing and physical attacks to bring it down. When it's been destroyed, collect the uranium container it was carrying and take it back to the church, avoiding the mechs and fighter jets.

You have about a minute to reach the chopper or it's over.

Run up the walls and lock on before attacking it.

Fight off the mechs and collect the all-important uranium.

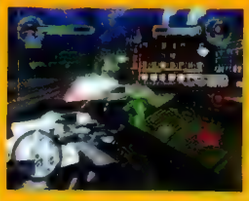


Chain jump quickly back to the church. Straightforward, eh?

CHAPTER 4–3

"LOCKDOWN"

Protect Samson's car at all costs. As he makes his way through the city, take care of roadblocks, tanks and helicopters before they reach him. If you keep on top of the enemy, Samson shouldn't take too much of a beating. Avoid Critical moves as you may damage him by accident. And you wouldn't want that, would you?



The first set of roadblocks are on the bridge.

Stay away from Samson or you may damage him.

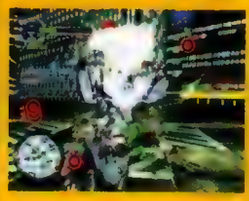
Grab choppers from the air by pressing ◎.

The last roadblock is tough, so persevere with it.

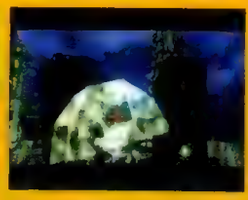
CHAPTER 4–4

"MY OTHER VOICE"

In this mission you have to destroy a series of Division buildings. Get in close, defeat the HB mechs and use those Critcal Thunderclaps to level the buildings all around you. When the HB destroyers come, use Steel Fists and charged Air Strike attacks to get rid of them. It's tough, but you can do it. You're the frikkin' Hulk!



The fuel depot explodes rather easily. Ka-booom.



The Intel building takes quite a nasty beating.

Make your way across the bridge to Gunnery Island.

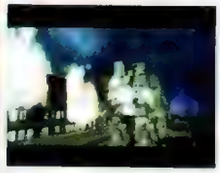
The last building is the well-defended armoury.

CHAPTER 4–5

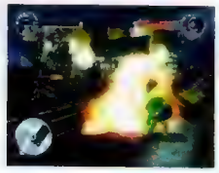
BOSS BATTLE (TITAN)

"TURNING POINT"

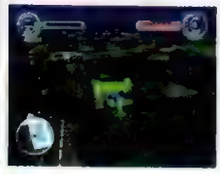
You need to have purchased the Hammertoss move at the church before you begin this battle. When the Titan arrives and starts levelling the city, run up to the tanks, press ◎ and swing them at it. After about five or six direct hits with tanks, it'll catch fire and eventually blow up.



If the mechs are hassling you, destroy them first.



Grab a tank by its barrel just after it fires.



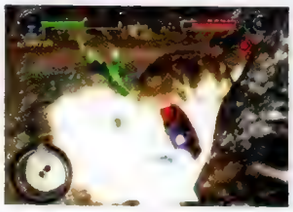
The titan can block, so strike just after it attacks.

Keep moving and jumping to avoid its missiles.

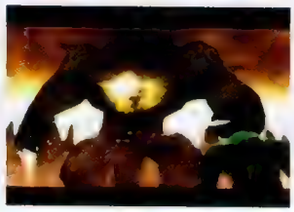
CHAPTER 6–3 BOSS BATTLE (DEVIL HULK)

"CROSSROADS"

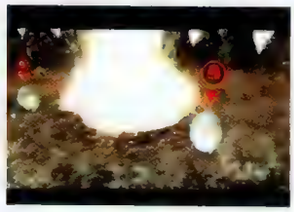
Use Air Cannonballs on Devil Hulk while he's out of the pit, otherwise attack the three embryos surrounding him. If health is running low, chain jump around the arena to recharge. Keep hitting him with Critical Thunderclaps and tap ⓐ if he catches you in his mouth.



Hammer away at the embryos with charged punches.



Tap ⓐ to escape his grapple attacks. You don't want to be part of those.



Use charged cannonballs relentlessly to wear him down.

Leap away to recharge your health bar, then attack him again.

CHAPTER 7–2 BOSS BATTLE (ABOMINATION)

"ENDGAME"

Defeat Abomination and stop him destroying the dam. The best technique here is to relentlessly Air Cannonball him. This, combined with the missiles from the harrier jets, will knock his health down rapidly. When he starts attacking the dam, draw him away with attacks.

Lock on to your target and then use your charged air attacks on him.

You can grab the jets and use them against Abomination. Smart.

There are health orbs around the edge of the dam.

If he destroys four generators, the mission is over.

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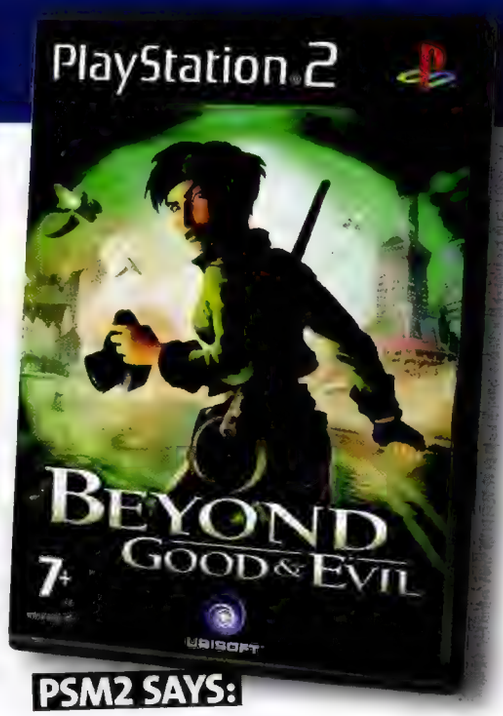

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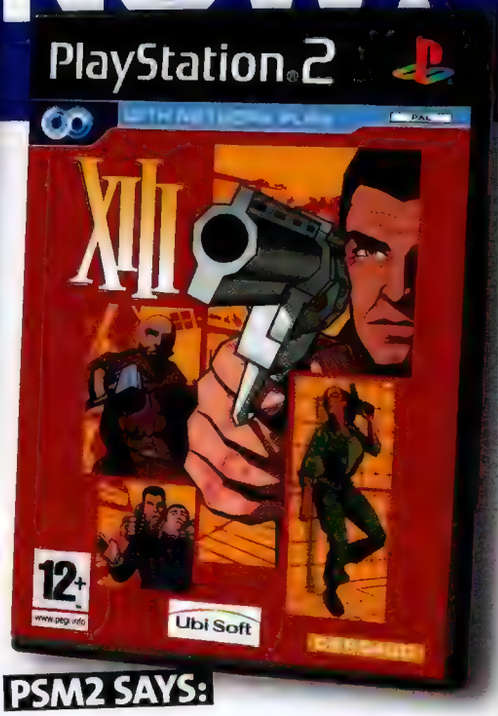

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PES 2005

ALL THE ACTION FROM THE OFFICIAL PES LEAGUE. ONLY IN PSM2

SEAT YOURSELF: The winner of last year's final went on to represent the UK in Europe.

DUEL MASTERS: Don't expect too many players to use England at the final.

VENUE: TBC
DATE: 24TH SEPTEMBER 2005

PES FINALS ARRIVE!

Finally, the full-time whistle draws near.

24th September 2005 – mark that date down in your diary *PES* fans, because it's the confirmed date of the Grand Final (venue TBC). The time when the best *PES*ers amongst you (from the 17 leagues opposite) will go head-to-head for the title of 'King o' *Pro Evo*'... or something like that. Anyway, as well as Konami announcing the championship D-day, they've also revealed some of the prizes which will be up for grabs. Amongst the gifts from Storm (they do watches), Bukta (they do retro football shirts) and Virgin Megastores (they do virgi... no, wait a second...), there's an all expenses paid trip to the *PES* Euro Finals in Sardinia. At this illustrious location the winner and runner-up of the UK Finals will not only compete against our foreign cousins for the European Championship, they'll also be able to play beach football, have a bevy of scantily-clad ladies on tap (possibly) and the chance to quiz the developers of *Pro Evolution Soccer* (definitely). And not only that, you'll get to write about your experience and have it published in this very magazine. Next issue we'll have the full list of finalists but for now here's those players who've already qualified. Well done, fellas.

FINAL SCORE

PLAYERS ALREADY THROUGH TO THE UK FINALS:

BELFAST
Matt O'Neil

BIRMINGHAM
Nolan Dickman, Gavin Shirley, Michael Coman,

PLYMOUTH
James Rowberry, Pin Rathore, Andrew Cox,

EDINBURGH
Stuart Cronin, Robert McLean, Daniel Carnie, Michael Stewart,

WATFORD
Bhavek Rughani, Asad Ali, Scott Doman,

SOUTHEND
Tim Samme, Vishnu Papineni, Pairoj Aramekachai,

BRIGHTON
Dean Beaver, Miguel Ruiz, Alex Lye, Aaron Brindley,

LIVERPOOL
Tom McDowall, Lee Price, Luke Henshall, Ahmad Kholwadia

VENUE: VIRGIN MEGASTORE, ARMADA WAY, PLYMOUTH
DATE: 16TH JULY 2005

CHILL OUT PUNCHY, IT'S ONLY A GAME.

Brotherly love rears its ugly head as an over-protective sibling lashes out at an innocent display stand.

OK, we know matches can get heated and tempers can flare – especially between PSM2 team members during lunchtime *PES* sessions – but there's never any need for violence. Especially if it's against an inanimate object. And *he wasn't even playing*! The hazard to flat-pack furnishings everywhere is Chris Cox, who lost his rag after watching his brother Andrew lose a couple of vital games, brutally lamping an unluckily positioned display stand. It's probably not the last time ol' Coxy will exhibit his rage, as Andrew is on his way to the finals. *Great*... Also taking the party bus to the UK Finals will be Pin Rathore, who's being tipped to win the whole tournament. And that's despite having a blip in form. But back to the controversial, downright despicable behaviour. And it was everyone's favourite antagonist Chris Cox again. He needed a 12-0 victory against Jared Hicks to follow his brother to the finals. Impossible? Not when you're cheating, it isn't. Jared was clearly helping Chris out, literally giving the ball away in dangerous situations. How undignified? Chris almost got his wish, but could only manage eleven goals to Jared's none. Justice prevailed, and Mr Cox will only be going to the final tournament as a spectator. Good thing too.

TOO MANY COX: This is Mr Angry Chris Cox fresh from setting matters straight with some furniture.

SAMBA DE AMIGO: James Rowberry (Left) and Pin Rathmore (Right) will be hard to beat.

WHAT IS THE PES LEAGUE?

So, um, what is the *PES* league?
It's a national league competition, which is sponsored by PSM2 and played on Konami's *Pro Evolution Soccer 4*. Every year, it unearths the finest crop of *PES* players in the UK and pits them against each other to find the ultimate *Pro Evo* champion.

What can I win?
Well, if you get to the final, you're in with a chance of winning £500. Not only that, you also get an all-expenses paid trip abroad to take on Europe's finest players. Plus you get to meet PSM2. Too.

Where is the *PES* league held?
There are venues across the UK with regular meetings. Take a look at the table below for a full list of venues.

How can I enter?
Erm... you can't. Registration closed on April 7th but there's always next year's competition.

PLAYER OF THE MONTH

Each month, a top player shares his winning *PES* secrets. Like this chap...

THIS MONTH:
Luke Henshall

LEAGUE:
Liverpool

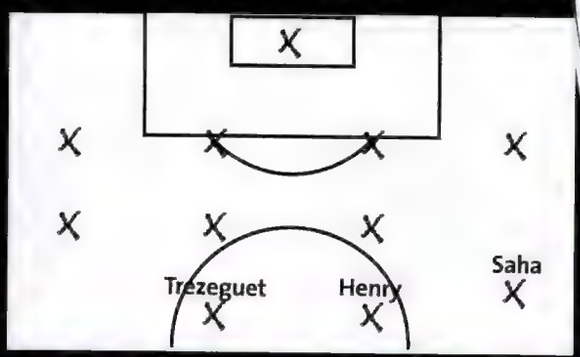
FAVOURITE TEAM?
"My favourite club team is AC Milan, or France as a national"

FORMATION?
"I use a 4-3-3 with one forward out on the wing against the touchline. Play the ball long out to him as he is unmarked and use his pace down the wing. Whip the ball into the back post where I have two strikers waiting to smash it home. Easy!"

TACTICS?
"Keep a man out wide. He may not be in the game as much out there but it's great for quick counter-attacks. But make sure he has the pace, then you can cut inside and maybe finish a move with him! I mostly forget about defending - who needs to defend if you can attack well? I just score as many as I can. If I lose goals, I score enough to win the game. Defending is my weak point. Many say I have no weaknesses, but even the greatest players need to improve..."

SECRETS?
"Use your radar. It makes it very easy. You can then see players' movements and players coming towards you, and can think about your next move quicker. It becomes second nature."

LAST WORD?
"My last word message to the PES league players in the finals is watch out, this year, the title is mine! To all the other PES league players - keep playing, and stay young!"



PSM2 + KONAMI

PRO EVOLUTION SOCCER nationalleague

04 05

pesleague.co.uk

SOUTHEND LEAGUE

VENUE: CYBER CENTRE, SOUTHEND-ON-SEA DATE: 9TH JULY 2005

THEY THINK IT'S ALL OVER...

But it isn't, so come back.

GANGSTER STRAP: Attaphon cleaned up.

Unless you've lost a digit to an accidental culinary carving, you can count the amount of attendees on one hand. Yep, five hardcore players turned out for what has to be the poorest showing yet from the Southend posse. Come on lads, get involved. Pairoj Aramekachai won all of his games and looks like securing a final spot. Attaphon Leesinphai was on-hand to dish out a couple of beatings including a 4-1 romp over referee Graham Jarvis. Elsewhere, James Bloss was confident about scoring goals and, after hitting three past Pairoj, he was right. He did, however, concede five in a 5-3 defeat. Unlucky.

CROYDEN LEAGUE

VENUE: THE DRUMMOND CENTRE, 21 NORTH END DATE: 18 JUNE 2005

JUST IN, TIMBO LANDS

... a place in the final. That's one of the Croydon Massive confirmed. But who'll be next?

With the Croydon league now in full swing, potential champions have started to emerge. One such player to rise above his fellow *PES*ers is Tim Adegboye. While other title contenders like Devon Goodrich had a blip in form (he lost three games on the day), Tim has been smashing up all-comers and has completed his 20 game quota with an impressive 16 wins. Wayne Young, the self proclaimed 'Best *Pro Evo* Player', is also on course for a final spot.

BACKS TO THE FUTURE: Yes, this is the best photo we have of the Croydon league. Sorry.

EXTRA TIME

Selected UK-wide highlights from the rest of the *PES* League

1 Last month's PSM2 Player Of The Month, James Anderson, continued his fine form with another flawless seven wins out of seven games. Respect the skills.

2 A giant pat on the back is in order to congratulate the only five players to turn up to the Southend event. So take a bow - James and Gary Bloss, Attaphon Leesinphai, Pairoj Aramekachai and Karl Watts.

3 Some top quality negotiating skills were displayed by Plymouth ref Lee Taylor, as he managed to defuse a fiery situation with Virgin staff after Chris Cox went mental and started beating up the shop.

4 The Match of the Month has to go to Tim Adegboye and Wayne 'I'm the best' Young for their end-to-end battle, which finished 4-3 in favour of Mr Adegboye. Well done, lads.

5 Pin Rathore scored a cracker against Jarad Hicks, but before Pin had a chance to gather people to gasp in awe at the finish, Jarad pressed [illegible] and the replay was gone forever. Come on, give the man his glory.

6 Will James Platt be allowed to qualify for the UK Finals even though he's not played the quota of 20 games? We think he should be able to go, but he'll find out soon.

7 Stuart Cronin of the Edinburgh league just can't stop winning. Mr Cronin has not only won the league title, he went and won the special cup competition aswell. Can he add the UK Championship to his trophy cabinet?

8 What were the staff at Belfast's Virgin Megastore thinking? They removed two of the four pods and replaced them with an inflatable car from the Early Learning Centre. Someone please have a word.

9 Adios to Brighton ref Miguel Ruiz, who's ventured back to his native homeland of Spain. Good luck, mate.

10 Anyone that fancies taking the reins of refereeing for the Dublin league should apply by sending a mail to pesleague@futurenet.co.uk. There are £30 worth of Virgin vouchers for the willing participant.

PES'S PREMIER PLAYERS

Who's at the top of the *PES* league in your district? Find out here.

SOUTHEND
Anthony Bonsu – Netherlands
Played 20, Won 13, Drawn 3, Lost 4, Points 42

Stephen Clegg – Argentina
Played 20, Won 15, Drawn 3, Lost 2, Points 48

Lee Price – Netherlands
Played 20, Won 16, Drawn 2, Lost 2, Points 50

Miguel Ruiz – Brazil
Played 18, Won 13, Drawn 1, Lost 4, Points 40

Lee Adshead – Czech. Republic
Played 20, Won 14, Drawn 2, Lost 4, Points 44

Matthew O'Neill – Brazil
Played 20, Won 14, Drawn 5, Lost 1, Points 47

Simon Webbe – France
Played 16, Won 13, Drawn 1, Lost 2, Points 40

James Rowberry – Brazil
Played 17, Won 10, Drawn 4, Lost 3, Points 34

SOUTHEND
Tim Samme – Brazil
Played 20, Won 16, Drawn 2, Lost 2, Points 50

Peter Willis – France
Played 19, Won 15, Drawn 2, Lost 2, Points 47

Perry Bell – Brazil
Played 18, Won 15, Drawn 2, Lost 1, Points 47

Stuart Cronin – Brazil
Played 20, Won 16, Drawn 1, Lost 3, Points 49

Nolan Dickman – Brazil
Played 19, Won 16, Drawn 2, Lost 1, Points 50

Richard Marsh – England
Played 20, Won 17, Drawn 2, Lost 1, Points 53

Shui Ip – France
Played 19, Won 15, Drawn 3, Lost 1, Points 48

Vikash Kapoor – Brazil
Played 7, Won 6, Drawn 0, Lost 1, Points 18

Tim Adegboye – Brazil
Played 20, Won 16, Drawn 3, Lost 1, Points 51

KONAMI

Special thanks to KONAMI

PRO DOJO

NEWS UPDATE! Yes, it's that time again. Next month we'll be re-jigging the Dojo once more – and rewarding the Kings of the leagues with prizes. For your chance to be there best send in your tapes now. And look out for the new look and challenges next month...

Are YOU better than the best? The new Pro Dojo is here, so send in your tapes and show the *world* what you're made of!

Go on – show us your skills! Either go for the big point challenges or do battle in the tables. A new entry at first place will give you ten points (eight for second, six for third, four for fourth, two for fifth). We then add the new points to your cumulative total (still with us?) to compile the PSM2 leader board where our top players wage an on-going war. And points win prizes, so if you top the leaderboard we'll shower you with prizes from our chums at Konami. It's super easy, so there's no excuse not to enter.

THE CHALLENGE ZONE...

Unbeatable at games? Put YOUR high scores up against other PSM2 readers!

CHALLENGE #1

BURNOUT 3

WE WANT
- Your highest Crash Mode scores.

RULES
- Tape your highest score on 'Cross Traffic'.

Two new entries this month, one knocking long-time champ Evan Harvey off by quite a wide margin. Good score, Ian. *Real* good.

THE BEST SCORES

[illegible]	[illegible]
EVAN HARVEY	$6,540
GRANT [illegible]	$36,835
ADAM [illegible]	$20,184
JESSE WHITE	$04,607

CHALLENGE #2

KILLZONE

WE WANT
- Win a 10 minute death match against 10 bots.

RULES
- No cheats, any level, any weapon set.

The mysterious Ian Watson now tops two charts. He always seems to sneak in and take the crown when we least expect it...

THE BEST SCORES

IAN [illegible]	[illegible]
BRIAN [illegible]	[illegible] KILLS
STEPHEN [illegible]	[illegible] KILLS
SAM BOLTON	[illegible] KILLS
EVAN HARVEY	56 KILLS

CHALLENGE #3

PRO EVO SOCCER 4

WE WANT
- Most goals in the first season of Master League.

RULES
- Five star difficulty, Default (Iorga etc) team.

J.C. quite literally Kills former champion Matthew Hill by an amazing 43 goals. Can you trounce such an almighty score? Hmm?

THE BEST SCORES

J.C. [illegible]	[illegible]
MATTHEW [illegible]	101
MATHEW [illegible]	100
SIMON [illegible]	81
J.C. KILLS	71

CHALLENGE #4

THUG 2

WE WANT
- Your highest score on the Australia level.

RULES
- Any skater and strictly no stat upgrades at all.

No movement on the *THUG 2* chart. Want to replace it with something? Tell us and we'll ditch it! Get your suggestions in now.

THE BEST SCORES

EVAN [illegible]	[illegible]
JAMES [illegible]	5,895
DAVID [illegible]	1,550
SIMON [illegible]	12,400
JOHN BLONDEL	15,780,920

CHALLENGE #5

METAL GEAR 3: SNAKE EATER

WE WANT
- Your fastest time on a boss battle with The Fury.

RULES
- No infinite ammo or stealth cammo, please.

Paul McAllen suggested this table and we decided it was a good idea. Can you beat his opening time of 1:00? Send your tapes in.

THE BEST SCORES

PAUL [illegible]	[illegible]
DAN [illegible]	2.11
NATHAN [illegible]	2.14
MILF COPPOLA (PSM2)	3.46
DAN DAWKINS (PSM2)	5.32

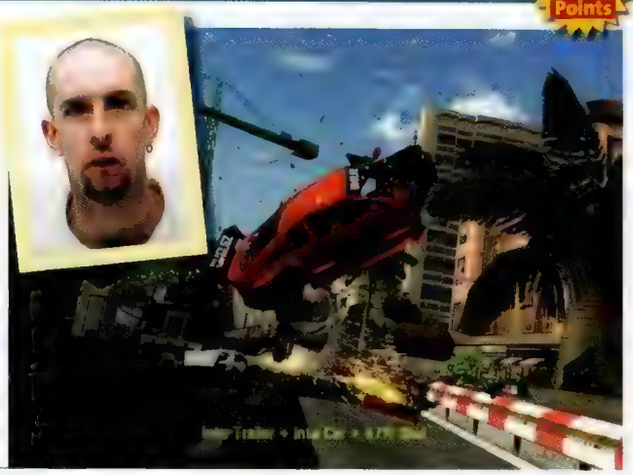
MOMENT OF THE MONTH!

Done something amazing in a game? Show us and you'll score a massive... **20 Points**

TAKING THE BUS

By Rik Barnes

This is easily the best *Burnout* Crash Mode run we've ever seen. Was it a fluke or is sir Rik some kind of genius gaming robot from space? Whatever the case, he's racked up a score of $2,302,460 by flinging a bus into a busy intersection and hitting the Crashbreaker at just the right second. Hats off to this fella.



INSANE CHALLENGE OF THE MONTH

THIS MONTH: DESTROY ALL HUMANS

The section where we get you to do fun things for kicks.

SURVIVAL CHALLENGE

Visit the sunny town of Santa Modesta and cause as much trouble as possible. Then, on foot, see how long you can last as your alert level rises and the military/police/Majestic agents come charging in. Go on, try it...

LAST MONTH'S WINNER

WINNING ENTRY – 4 minutes 33 seconds

DRIV3R
Daniel Carver
Dan lasted against the fuzz for just under five minutes. His tactic of slipping through back streets worked well.

CHALLENGE ZONE

grand theft auto San Andreas™

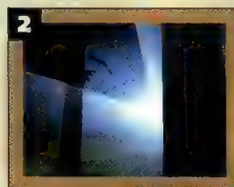
10 Points

SHOW US YOUR MADSKILLZ!

1 **KEEP ON TRUCKIN'**

BY ROGER AVARY

Yet more proof that there's limitless scope for random madness in *GTA* than any game *ever*. Roger links a load of tow trucks and tractors together and goes for a joyride.



2 **SNEAKY UFO HOAX**

BY PETER AMSTEL

Peter edges closer and closer to a strange light in the woods. Is it a UFO? No, it's a car [illegible] us. For a couple of minutes. Damn you!

3 **MYSTERY 'AGENTS'**

BY SIMON TWINSON

[illegible] desert taking pictures and looking very [illegible]

CHALLENGE #6

10 Points

SSX 3

WE WANT

Your fastest time on the Peak One Jam.

RULES

Must use character with no stat upgrades.

Evan Harvey, Lord of all things *SSX*, is still king of the slopes with his stonking 5:49 time on Peak One Jam. Surely *someone* can beat it...

THE BEST SCORES

EVAN HARVEY	5:49
CHRISTOPHER FOY	6:57
JOEL SNAPE (PSM2)	6:45
ANDY KELLY (PSM2)	6:59
DAN GRIFFITHS (PSM2)	8:19

CHALLENGE #7

10 Points

GRAN TURISMO 4

WE WANT

Fastest lap time on the Laguna Seca Raceway.

RULES

You can use absolutely any car you like.

J.C. Kills is this month's *Gran Turismo* and *PES* king. He's now top of this chart which earns him a monster 10 points. Good work, lad.

THE BEST SCORES

J.C. KILLS	[illegible]
PAUL GILLINGHAM	1'12"571
AZZ WALLIS	1'13"345
SIMON HAHN	1'13"687
DAVE COOK (PSM2)	1'53"800

CHALLENGE #8

10 Points

FIFA STREET

WE WANT

As England, most goals against Brazil.

RULES

No rules, except of course, the laws of football.

Thomas (the one on the left) has knocked Oliver Thompson off the top spot with him and his mate Richard Boothey's cracking *FIFA* score.

THE BEST SCORES

THOMAS [illegible]	[illegible]
OLIVER THOMPSON	7-4
DAVE COOK (PSM2)	3-0
JOEL SNAPE (PSM2)	3-1
ANDY KELLY (PSM2)	0-17

CHALLENGE #9

10 Points

TEKKEN 5

WE WANT

Fastest time through regular arcade mode.

RULES

Any character, vary your move set, please.

No change on the *Tekken 5* table this month. Can anyone smash Ian Watson's 12 minutes? Are *you* hard enough? Then show us.

THE BEST SCORES

IAN [illegible]	[illegible]
ANDY KELLY (PSM2)	49.12
DAVE COOK (PSM2)	53.00
DAN GRIFFITHS (PSM2)	1:13.16
JOEL SNAPE (PSM2)	17.42.32

HOW TO ENTER

Be good at a game. Try to be original. We want to see your most amazing achievements.

Plug your PS2's SCART lead into your video, tune your TV to your video and tape your gameplay.

Send us your tape, a pic and the coupon to the left. Or email your pic to psm2@futurenet.co.uk

Send as many tapes as you like – just make sure you wind them to the right place for us, eh?

FILL IN THIS FORM!

PSM2, PRO DOJO, FUTURE PUBLISHING, 30 MONMOUTH ST, BATH BA1 2BW

Challenge 1..... Challenge 2.....

Challenge 3..... Challenge 4.....

Challenge 5..... Challenge 6.....

Challenge 7..... Challenge 8.....

Challenge 9.....

I also include (eg. Moment/insane Challenge of the month)

.....

Name:..... Age:.....

Address:.....

.....

.....

.....

I enclose...

☐ A photograph (with name on back) ☐ A video

ON THE DVD

As of right now, we're featuring our favourite runs on the DVD too. Get famous! Get involved! Send a tape now!

LEADER BOARD

1	**GRANT BARTER**	99 points
2	**J.C. KILLS**	96 points
3	**EVAN HARVEY**	86 points
4	**Simon Hahn**	44 points
5	**Azz Wallis**	32 points
6	**Paul McAllen**	30 points
7	**David Savage**	30 points
8	**Ian Watson**	30 points
9	**Brian Dooley**	25 points
10	**Adam McDonald**	20 points

BUBBLING UNDER...

Rik Barnes	20 points
Jack Maggs	20 points
Dan Caver	15 points
Robert Payne	14points
Peter Amstel	10 points
Simon Twinson	10 points
Oliver Thompson	10 points
Ian Watson	10 points
Tom Lucas	10 points
Matthew Hill	10 points

LOOK-A-LIKES

We want your photos and created characters – does your dog resemble Dante? Think your mum looks like Dhalsim? Post us the evidence!

THIS MONTH...

MASK DE SMITH
Mental assassin

5 Points

REY MYSTERIO JNR.
Wrestling idiot

From Jim Cullen
"They both wear similar-looking masks... woah! It's, like, totally uncanny!"

FOOTBALL MANAGER HITS PSP THE SECOND WAVE OF PSP GAMES RATED
LA RUSH GETS REVIEWED

Next

WE DO IT ALL OVER AGAIN. DO NOT MISS THIS!

PS3 LATEST
The newest developments on PS3 as they come in – all the games! All the info! All the gossip! The future of games spilled into your brain!

LOOK BEFORE YOU LEIP
We'll be at the Liepzig Games Show in Germany – keep it PSM2 for the most anticipated games and the hottest new titles.

FIFA 2006
Coming between *Winning Eleven 9* and *Pro Evo 5*, can *FIFA 2006* shock them – and us – by swiping the football crown? It shoots for goal next month...

REVIEWED!

BATTLE RACING IGNITED

BURNOUT REVENGE

MASSIVE REVIEW Criterion's blistering racer crunches metal harder than ever!

Month

ONLY WITH PSM2! It's the most stylish way to carry your PSP. And it's **FREE** with next issue!

WORLD EXCLUSIVE!

BLACK

PLUS we get up close with PS2's most explosive (and top secret) game.

YOU'D BE A BENSON TO MISS IT

PSM #67 on sale

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PAM ANDERSON
SEE ON MOBILE
ABI TITMUSS
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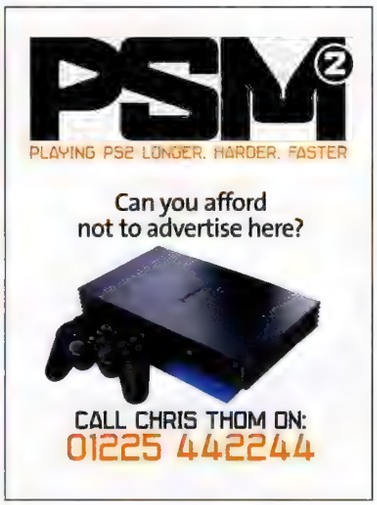

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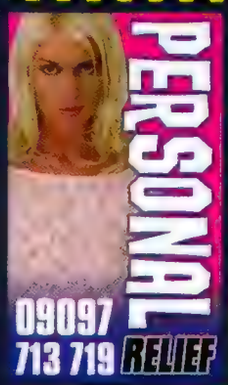

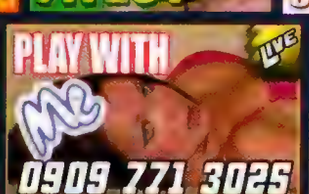

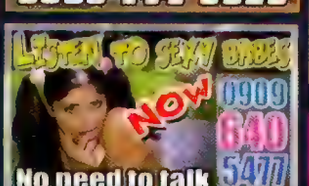

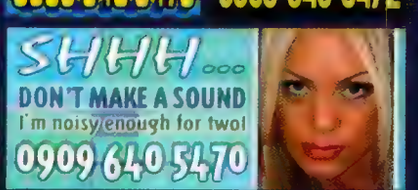

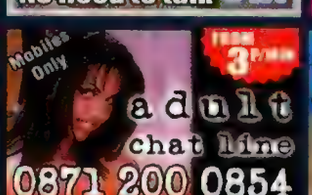

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THE GODFATHER'S LAST WORDS
WHAT REALLY HAPPENED!!!

Holy motherfrikkin' crikey! I've got a CD from The Godfather recording sessions! Don't believe me? Here's the **PROOF!**

Sad news: Marlon Brando's voice-over for EA's forthcoming ***The Godfather*** – the last piece of work the great man ever did – won't get used in the game, since the actor was too ill to recite his lines properly. But I've got the recording right here! Here's what **REALLY** happened…

EA SOUND ENGINEER:
"Morning Mr Brando."

BRANDO:
"Hello."

EA SOUND ENGINEER:
"That stool big enough for you?"

BRANDO:
"Um… Yes."

EA SOUND ENGINEER:
"Ooookay. We're going to do a sound check here. <taps microphone, twiddles with some buttons> Let's keep things nice and simple. If you could just say, 'The Godfather' into the microphone."

BRANDO:
"'The… <massive pause> Godfather'… OK?"

EA MAN:
"Yeah, great. <Twiddles some knobs>. Just start reading the script. From the top, OK?"

BRANDO:
"'OK… And if by chance an honest man like yourself… Should make enemies… Then they would become my enemies… And then they would fear you'…"

EA MAN:
"Err… That's great. Could you try it again? Perhaps a little faster?"

BRANDO:
"'Oh… OK… And if by chance an honest man like yourself… Should make enemies… Then they would bec…"

EA MAN:
"And a little less 'gravelly?'"

BRANDO:
"Huh?"

EA MAN:
"Less 'gravelly'. Y'know? Less like 'gravel'? Look. Have you heard MC Harvey. Could you do it a bit more like him?"

BRANDO:
"I'm not familiar with 'MC Harvey'. How about this?… And if by chance an hon…"

EA:
"Faster."

BRANDO:
"…honourable man like yourse…"

EA:
"More 'sarf' London."

BRANDO:
"…should make enemies…"

EA:
"More cockney."

BRANDO:
"Then they would become… [long pause] Look this isn't working."

EA:
"You're new to this acting business, aren't you? Not to worry, son. Just skip to the page at the end."

BRANDO:
"Oh… Great. Thanks… [flips to the back page, begins reading] Press R2 to activate… Gangster Time?… 'Gangster Time'? Hold on a minute 'son'. I don't remember anything about 'Gangster Time'. This definitely wasn't in the film."

EA:
"Yeah, yeah… keep going."

BRANDO:
"…giving you the powers of a Super Don, enabling you to read people's minds and boost your Mafia meter?"

EA:
"That was great!".

BRANDO:
"What is this rubbish? 'That's a real fly whack job Sonny. Respect +150'… Are you sure about this?"

EA:
"Oh yeah, it was from Coppola's crib notes, keep going…"

BRANDO:
"Paul Danan has challenged you to a fight outside Pizza Express? Do you accept? (Y/N)… <splutter>… I can't do this!"

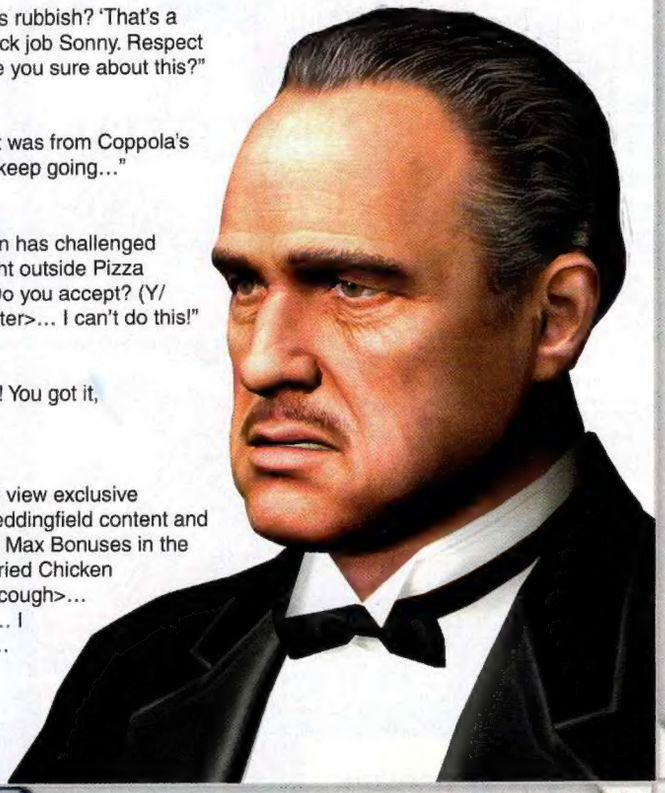
EA:
"Go Marles! You got it, homeboy!"

BRANDO:
"Hold R3 to view exclusive Natasha Beddingfield content and other Pepsi Max Bonuses in the Kentucky Fried Chicken menu?… <cough>… <wheeze>… I can't… go… on…"

EA:
"Please Mr Brando, one last line…"

BRANDO:
"Level… <cough>… up… <wheeze> congratulations… <whispers> you… have unlocked the Sleeps-With-The-Fishes Gun… <barely audible>… Respect +5000… <falls off chair>"

EA:
"That's it! We're through. <mutters> Jeez, thank God I'm working with a real professional next <presses intercom button> OK. Send in Mr Pasquale…"



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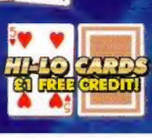
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